

# Douche Club

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# Chapter 1

## Opening Bids

### 1.1 Choice of opening bid

When choosing which suit to open at the one level with unbalanced hands, we use the following approach. With three-suited hands we open  $1\clubsuit$  when short on  $\diamond$ ,  $1\diamond$  when short on  $\heartsuit$  or  $\clubsuit$ , and either  $1\clubsuit$  or  $1\diamond$  with three-suiters short on  $\spadesuit$ , according to strength. With the remaining unbalanced hands, we open  $1\diamond$  with any two-suiter or three-suiter with both minors, and otherwise either the longest suit or the higher suit from 55s.

With balanced hands we open  $1\clubsuit$ ,  $1\heartsuit$ ,  $1\spadesuit$  or 1NT according to range. In all positions, with a balanced hand suitable for the range for 1NT, including those with a 5-card major, we open 1NT. Outside this range, we open 1M when holding 5M, and otherwise always open  $1\clubsuit$ . The 1NT opening is 14–16HCP in 1st and 2nd seat. In third seat, we vary the scheme to use a 12–14HCP 1NT for preemptive impact when favorable, and 15–17HCP otherwise, so that maximum passed hands have clear direction in all cases. In fourth seat we use a 12–14HCP throughout. Note that the fact that the 1st and 2nd seat major-suit 2/1 structures are tuned for a balanced hand of 12–13HCP is immaterial in 3rd and 4th seat where we use a modified form of Drury.

### 1.2 Tables of opening bids

In first and second seat

Opening	Description	Alertable?
P	Denies the ability or desire to open with a bid.	N

In first and second seat (cont.)

Opening	Description	Alertable?
1♣	12–13HCP balanced 2-4♠ 2-4♥ 2-5♦ 2-5♣, OR 17–19HCP balanced with 2-4♠ 2-4♥ 2-5♦ 2-5♣, OR 11+HCP three-suited with 4=4=1=4 OR 11–13HCP or 17–19HCP with 1=4=4=4 OR 11+HCP unbalanced with 0-3♦ 5+♣.	Y
1♦	11+HCP unbalanced with 5+♦. OR 11+HCP unbalanced with 4♦ 5+♣, OR 11+HCP three-suited with 4=4=4=1 or 4=1=4=4, OR 14–16HCP or game-forcing with 1=4=4=4	Y
1♥	12–13HCP or 17–19HCP balanced with 2-3♠ 5♥ 2-3♦ 2-3♣, OR 11+HCP unbalanced with 5+♥.	N
1♠	12–13HCP or 17–19HCP balanced with 5♠ 2-3♥ 2-3♦ 2-3♣, OR 11+HCP unbalanced with 5+♠.	N
1NT	14–16HCP balanced (unorthodox shapes permitted)	Y
2♣	20+HCP unbalanced, OR 23+HCP balanced	Y
2♦	Pre-emptive, about 5-9HCP, 5+♦, undisciplined.	Y
2♥	Pre-emptive, about 5-9HCP, 4+♠ 4+♥, undisciplined, but length disparity greater than one card is not permitted.	Y
2♠	Pre-emptive, about 5-9HCP, 5+♠, undisciplined.	N
2NT	20-22HCP balanced	N
3X	Pre-emptive, about 5-9HCP, 6+X	N
3NT	Strong major suit pre-empt when vulnerable, four-level minor suit preempt when not vulnerable	Y
4♣/4♦	Pre-emptive, 7+♣/♦ when vulnerable, strong four-level major suit preempt when not vulnerable	N
4♥/4♠	Pre-emptive, 7+♥/♠	N

Bids that change in third seat, when favourable

Opening	Description	Alertable?
1♣	14–16HCP balanced 2-4♠ 2-4♥ 2-5♦ 2-5♣, OR 17–19HCP balanced with 2-4♠ 2-4♥ 2-5♦ 2-5♣, OR 11+HCP three-suited with 4=4=1=4, OR 17–19HCP with 1=4=4=4, OR 11+HCP unbalanced with 0-3♦ 5+♣.	Y



Bids that change in third seat, when favourable (cont.)

Opening	Description	Alertable?
1♦	11+HCP unbalanced with 5 <sup>+</sup> ♦. OR 11+HCP unbalanced with 4♦ 5 <sup>+</sup> ♣, OR 11+HCP three-suited with 4=4=4=1 or 4=1=4=4, OR 11–16HCP or game-forcing with 1=4=4=4	Y
1♥	14–19HCP balanced with 2-3♠ 5♥ 2-3♦ 2-3♣, OR 11+HCP unbalanced with 5 <sup>+</sup> ♥.	N
1♠	14–19HCP balanced with 5♠ 2-3♥ 2-3♦ 2-3♣, OR 11+HCP unbalanced with 5 <sup>+</sup> ♠.	N
1NT	12–14HCP balanced (unorthodox shapes permitted)	Y
3NT	To play	Y

Bids that change in third seat, when not at favourable vulnerability

Opening	Description	Alertable?
1♣	12–14HCP balanced 2-4♠ 2-4♥ 2-5♦ 2-5♣, OR 18–19HCP balanced with 2-4♠ 2-4♥ 2-5♦ 2-5♣, OR 11+HCP three-suited with 4=4=1=4, OR 11–13HCP or 17–19HCP with 1=4=4=4, OR 11+HCP unbalanced with 0-3♦ 5 <sup>+</sup> ♣.	Y
1♦	11+HCP unbalanced with 5 <sup>+</sup> ♦. OR 11+HCP unbalanced with 4♦ 5 <sup>+</sup> ♣, OR 11+HCP three-suited with 4=4=4=1 or 4=1=4=4, OR 14–16HCP or game-forcing with 1=4=4=4.	Y
1♥	12–14HCP or 18–19HCP balanced with 2-3♠ 5♥ 2-3♦ 2-3♣, OR 11+HCP unbalanced with 5 <sup>+</sup> ♥.	N
1♠	12–14HCP or 18–19HCP balanced with 5♠ 2-3♥ 2-3♦ 2-3♣, OR 11+HCP unbalanced with 5 <sup>+</sup> ♠.	N
1NT	15–17HCP balanced (unorthodox shapes permitted)	Y
3NT	To play	Y

## Bids that change in fourth seat

Opening	Description	Alertable?
1♣	15–17HCP balanced 2-4♠ 2-4♥ 2-5♦ 2-5♣, OR 18–19HCP balanced with 2-4♠ 2-4♥ 2-5♦ 2-5♣, OR 11+HCP three-suited with 4=4=1=4, OR 11–13HCP or 17–19HCP with 1=4=4=4, OR 11+HCP unbalanced with 0-3♦ 5+♣.	Y
1♦	11+HCP unbalanced with 5+♦. OR 11+HCP unbalanced with 4♦ 5+♣, OR 11+HCP three-suited with 4=4=4=1 or 4=1=4=4, OR 14–16HCP or game-forcing with 1=4=4=4	Y
1♥	15–17HCP or 18–19HCP balanced with 2-3♠ 5♥ 2-3♦ 2-3♣, OR 11+HCP unbalanced with 5+♥.	N
1♠	15–17HCP or 18–19HCP balanced with 5♠ 2-3♥ 2-3♦ 2-3♣, OR 11+HCP unbalanced with 5+♠.	N
1NT	12–14HCP balanced (unorthodox shapes permitted)	Y
2♦	9-13HCP 6+♦ with 2/3 top honours, and no major suit.	N
2♥	9-13HCP 6+♥ with 2/3 top honours, and no spade suit.	N
2♠	9-13HCP 6+♠ with 2/3 top honours, and no heart suit.	N
3X	13-16HCP 7+X with 2/3 top honours, and no side major suit.	N
3NT	To play	Y
4♣	Specific ace ask?	N
4♦	Specific king ask?	N

## Chapter 2

# Common structures used

### 2.1 Showing unspecified shortages when a major fit is known

After an unspecified splinter shown one below 3M

Steps in this structure are relative to the call below 3M. Where the characteristics of the three side suits are shown specifically with three successive steps, the characteristics are shown naturally, with replacement of any single unnatural bid by the suit that cannot be shown naturally by those three steps.

Step 1	Inquiry, better than minimum.
Step 2	Unspecified void.
Step 3	Inquiry.
Step 4/5/6	Specific void.
Step 3/4/5	Specific singleton.
Step 6	Either unused, or showing no shortage if that is possible in the auction.
Step 7	Either unused, or <a href="#">RKCB</a> (and <a href="#">Kickback</a> applies over ♡ auctions).
Step 2	Minimum with good scattered values, or with two empty side suits.
Step 3/4/5	Specific shortage (no resolution of singleton or void).
Step 6	No interest in revealing the shortage.
Step 3/4/5	Minimum with no values in the specific suit.
Step 6	Minimum with bad scattered values, or lack of desire to investigate slam (where that is appropriate).

**After an unspecified splinter in one of only two suits shown one below 3M**

Steps in this structure are relative to the call below 3M. Singletons are shown lower than voids, natural where possible, and up-the-line otherwise.

Step 1	Inquiry, better than minimum.
Step 2/3	Specific singleton.
Step 4/5	Specific void.
Step 6	Either unused, or showing no shortage if that is possible in the auction.
Step 7	Either unused, or <b>RKCB</b> (and <b>Kickback</b> applies over ♡ auctions).
Step 2	Minimum with good scattered values, or with two empty side suits.
Step 3/4/5	Specific shortage (no resolution of singleton or void).
Step 6	No interest in revealing the shortage.
Step 3/4/5	Minimum with no values in the specific suit.
Step 6	Minimum with bad scattered values, or lack of desire to investigate slam (where that is appropriate).

**After an unspecified splinter shown one above 3M**

Steps in this structure are relative to the call above 3M, and are normally used in response to a 3M inquiry. Where the characteristics of the three side suits are shown specifically with three successive steps, the characteristics are shown naturally, with replacement of any single unnatural bid by the suit that cannot be shown naturally by those three steps.

Step 1	Unspecified void.
Step 2	Inquiry.
Step 3/4/5	Specific void.
Step 2/3/4	Specific singleton.
Step 6	Either unused or showing lack of ability or desire to show shortage, depending on context.

## Chapter 3

# After a 1♣ Opening

### 3.1 Responding to 1♣

#### After 1♣

Transfers are used at the one level to create bidding room to solve several common bidding problems.

- |       |  |
|-------|--|
| 1♦/1♥ | Transfer to ♥/♠, showing the same hand types that respond 1♥/1♠ to a standard 1♣ opening plus some additional weaker hands with 4 <sup>+</sup> ♥/♠ that are unsuited to a weak jump shift or passing 1♣. These weaker hands plan to subside in their major at the one- or two-level. With 5 <sup>+</sup> ♥/♠ responder need not have any values, but at least 3HCP is expected with only a four-card suit. Note that an invitational hand with primary ♦ and a major suit must plan to respond showing the major and suppress the minor in some auctions. (continuations <a href="#">page 8</a> ). |
| 1♠    | Either a weak no-major hand of normal responding strength, or a game-forcing hand with primary ♦ (continuations <a href="#">page 15</a> ).   |
| 1NT   | Natural no-major invitation for the weak balanced range (continuations <a href="#">page 17</a> ).  |
| 2♣    | Inverted raise showing any invitational or better hand with 5 <sup>+</sup> ♣, possibly with a 4-card major suit, or a balanced hand with 2-3♠ 2-3♥ 3-4♦ 4♣ that intends to force to at least 3NT, or 3=3=4=3 with 16+HCP (continuations <a href="#">page 19</a> ).   |
| 2♦    | Invitational for a minimum-range opening, showing 6 <sup>+</sup> ♦ and no major suit. In fourth seat, and third seat when favourable, is invitational for the 15–17HCP balanced hands. In third seat when not favourable, shows a maximum passed hand. After this bid, 3♦ shows a strong hand with 3 <sup>+</sup> ♦ and slam interest.   |

[After 1♣]

2♥/2♠	Weak jump shift, 4-6HCP 6+♥/♠
2NT/3♣	Weak 5+♣, able/unable to play 3NT opposite the 17–19HCP balanced range.
3♦/3♥/3♠	Splinter on ♦/♥/♠ for ♣, normally 0-3M.
3NT	Minimum balanced game-force, normally no major. If responder holds 4-5♣, they would not act positively over any splinter for ♣.
4♣	<a href="#">RKCB</a> for ♣
4♦/4♥/4♠	<a href="#">ERKCB</a> on ♦/♥/♠ for ♣

## 3.2 Responder shows a major suit after 1♣

After 1♣–1♦/1♥

Accepting the one-level major suit transfers show either the strong balanced range without 4-card support, any hand with 3-card support or a hand with 4-card support that is precisely invitational, or (in the case of 1♣–1♦) a 1=4=4=4 of 17–19HCP. This acceptance is non-forcing on a sub-minimum responder, but forcing otherwise. Opener’s weak balanced hands with 2M rebid 1NT, and game-force 4-card raises use jumps below 3M. Further, because all unbalanced hands with both minors open 1♦ (i.e. including longer ♣), then bids that would have shown club-diamond reverses in standard methods (for example) adopt new meanings. The description “Game-forcing” is used to describe a hand for opener that can force a normal minimum response to game, but which will have the option of passing below game when responder reveals a sub-minimum.

1M	17–19HCP balanced with 2-3M or any hand with 3M or a hand with 4+M that is invitational for a weak responder, or if M is ♠ a 17–19HCP hand with 1=4=4=4 (continuations <a href="#">page 11</a> ).
1♠	Non-forcing with 4+♠ 0-2♥, could be balanced.
1NT	Weak balanced range with 2M (and 2-3♠ when responder bid 1♦, and possibly 1=4=4=4 with 11–13HCP when M is ♠) (continuations <a href="#">page 17</a> )
2♣	Unbalanced with 6+♣ 0-2M, or 5+♣ 4♥ 0-2♠ after a 1♥ response.
2♦	Reverse showing 4+OM 0-2M, Blackout applies (continuations <a href="#">page 9</a> and <a href="#">page 10</a> )

[After 1♣-1♦/1♥]

2M	4M with less than invitational strength.
2♠/3X	Long suit trials.
2NT	Natural, invitational.
3M	Natural, invitational, no interest in notrumps, no suitable long suit trial.
3♠/4X	0-1♠/X slam interest (including 4♣ since 3♣ and a subsequent control bid is available for a double-fit hand type).
3NT	Natural, suggestion of contract.
2OM	“Game-forcing” 6+♣ 0-3M.
3♣	Sub-minimum response.
others	Natural.
2NT	“Game-forcing” hand with 4+M unsuited to a splinter.
3♣	4+♣, game-forcing, agrees ♣ for 6 Key-Card Blackwood but ♣ are not yet a playable strain.
3♦	Unspecified splinter (continuations <a href="#">page 5</a> ).
3M	Sub-minimum response.
3OM	Waiting, GF, unsuited for a splinter.
3NT	Suggestion of contract.
4M	Minimum response.
3♣	Long ♣ with good playing strength.
3♦	“Game-forcing” unspecified splinter on OM/♦
3M	Sub-minimum.
3OM	Inquiry (continuations <a href="#">page 10</a> ).
4M	No slam interest, to play.
3♥	??
3M	“Game-forcing” 6+♣ 5+M.
3♠/4♦/4♥	Game-forcing 6+♣ 5+M 0♠/♦/♥
3NT	Gambling style with solid 7+♣
4♣	Non-forcing 7+♣ 4M.
4M+	Not used.

After 1♣-1♦-2♦

Opener shows a reverse on ♠ and responder has shown ♥.

2♥	Any sub-minimum response.
2♠	Any minimum response, forcing.
2NT	Natural, non-minimum and thus game-forcing, and stronger than 3NT.
3♣+	Natural, non-minimum and thus game-forcing.

**After 1♣-1♥-2♦**

Opener shows a reverse on ♥ and responder has shown ♠.

2♥	Any sub-minimum response.
2♠	Minimum 5+♠ non-forcing.
2NT	Minimum with 4♠ non-forcing.
3♣+	Natural, non-minimum and thus game-forcing.

**After 1♣-1♦/1♥-3♦-3♠/3♥**

Opener shows “game-forcing” with unspecified splinter and responder has inquired. Singletons are shown lower than voids, natural where possible, and up-the-line otherwise.

Step 1	Specific singleton.
Step 2	Specific singleton.
Step 3	Specific void.
Step 4	Specific void.
Step 5	Specific void with extras (only used when Step 4 is 4M and thus non-forcing, and then a subsequent Step 6 is <a href="#">RKCB/Kickback</a> ).

**After 1♣-1♦/1♥-(X)**

Opener distributes the hand types that would have responded 1M and 1NT over P, XX, 1M, 1NT and 3M.

P	1-2M balanced or three-suited, 12-13HCP (then X is for penalty).
XX	1-2M balanced or three-suited, 17-19HCP (then X is for penalty).
1M	3M balanced 17-19HCP, or 3M unbalanced invitational, forcing on a normal responding hand.
1♠	Natural, unbalanced.
1NT	3M balanced or unbalanced, less than invitational strength.
others	As without interference.
3M	Invitational with 4+M.

**3.3 Opener “accepts” a major-suit transfer**



**After 1♣–1♦/1♥–1♥/1♠**

The philosophy here is to avoid playing 3M at all costs. When rebidding constructively with the focus on responder’s major (e.g. 2♣/2♦/2M/2NT/3M rebids), responder should act as if opener had shown an unbalanced 3-card raise of unknown strength. The other hand types for opener will carry the auction past 2M without impetus from responder, so it is only the 3-card raise hands that need to be interrogated.

P	Sub-minimum response.
1♠	Natural with ♠, forcing for one round (continuations similar to <a href="#">page 11</a> ).
1NT	Natural, non-forcing, 4M but not necessarily balanced. (continuations <a href="#">page 11</a> )
2♣	5 <sup>+</sup> M weak or game-forcing (and 0-3♠ if M is ♥). (continuations <a href="#">page 12</a> )
2♦	4M invitational or better for a minimum-range hand with 3M (and 0-3♠ if M is ♥). (continuations <a href="#">page 13</a> )
2M	5-6M invitational (and 0-3♠ if M is ♥). (continuations <a href="#">page 14</a> )
2OM	4M 6 <sup>+</sup> ♦ invitational.
2NT	4M with desire to play notrumps, game-forcing (differentiated from 2♦ only by the notrump-orientation and the narrower range), but not enough strength for a slam in M if opener has fit but no shortage (and 0-3♠ if M is ♥). (continuations <a href="#">page 14</a> )
3♣	4M 6 <sup>+</sup> ♣ invitational.
3♦	??
3M	6M invitational.
3♠/4♦/4♥	??
3NT	4M 4=3=3=3 13-15 HCP.
4♣	Not used.
4M	Not used.
4♠/4NT	Not used.

**After 1♣–1♦/1♥–1♥/1♠–1NT [Back](#)**

Opener shows various hand types and responder shows natural, non-forcing, 4M but not necessarily balanced.

2♣	5 <sup>+</sup> ♣ 3M minimum.
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[After 1♣-1♦/1♥-1♥/1♠-1NT]

2♦		Invitational with 4M and either 0-1OM or 0-1♦
	2OM	Inquiry.
	2♠	Invitational with 4♠ 0-1♥
	3♦	Invitational with 4M 0-1♦
	3♥	Invitational with 4♥ 0-1♠
	2M	No interest.
2OM		Reverse with 3M with Blackout available.
2M		Invitational 4M, unsuited for a splinter.
2NT		Invitational 2-3M (or 1=4=4=4 if M is ♠).
3♣		Invitational 6+♣ 3M.
3♦		Game-forcing 6+♣ 3M.
3M/3OM		Unused.
3NT		Game-forcing, balanced 2-3M (or 1=4=4=4 if M is ♠).

Since opener cannot have a reverse on ♦ with 3M because that would open 1♦, we can use ♦ bids artificially in the structure above.

**After 1♣-1♦/1♥-1♥/1♠-2♣ Back**

Opener shows various hand types and responder shows 5+M weak or game-forcing (and 0-3♠ if M is ♥).

2♦		At least invitational for the weak hand, showing 3+M.
	2♥	5+♠ 4+♥ neutral about strength, forcing.
	2M	5+M weak and rejecting a balanced invitation.
	suits	Invitational, long suit trial in the bid suit
	3M	5+M weak and accepting the invitation and catering to slam auctions.
	new suits	5+M, natural and game-forcing.
	jumps	Splinters, game-forcing.
2♥		Can't invite the weak hand, thus 3♠ 4♥ and non-forcing.
2M		Can't invite the weak hand, thus 3M and non-forcing. Opener's actions now all show game-forcing hands. (continuations <a href="#">page 13</a> )
2♠		Unused, since a hand with 4♠ 3♥ and extra strength will rebid 2♦ and plan a further rebid of 2♠ as needed - and no ♠ fit is possible anyway.
2NT		Strong balanced, 1-2M, low end of 17-19HCP, non-forcing (now the GF hand shows a second suit or a length feature naturally, 3M seeks strain choice with 6+M).
3♣		Game-forcing 3M 6+♣

[After 1♣–1♦/1♥–1♥/1♠–2♣]

3♦	Unused/17–19HCP 1=4=4=4
3NT	Strong balanced, 2M, high end of 17–19HCP.

**After 1♣–1♦/1♥–1♥/1♠–2♣–2M Back**

Step 1	Unspecified singleton
Step 1	Inquiry.
Step 2/3/4	Natural singletons with some interest in slam (with NT replacing ♠ where required).
Step 2/3/4	Natural side suits with some interest in slam (with NT replacing ♠ where required).
3M	Slam interest, no suitable descriptive bid available.
3NT	Suggestion of strain.
Step 6/7/8/9	Natural voids (with NT replacing ♠ where required).
4M	To play.

**After 1♣–1♦/1♥–1♥/1♠–2♦ Back**

Opener shows various hand types and responder shows 4M invitational or better for a minimum-range hand with 3M (and 0-3♠ if M is ♥).

2♥	Forcing 3♠ 4♥
2M	Declining invitation with 3M (opener should retreat to 2NT as appropriate).
2♠	Reverse with 3M (can include suitable hands that were not originally intending to reverse).
2NT	17–19HCP 2-3M game-forcing.
3♣	4♣, and now 3♦ shows 5♦ and no interest in ♣, 3NT shows no interest in suit fits, and others are control bids for ♣
3♦	4♦, and now 3♥ shows 5♣ and no interest in ♦, 3NT shows no interest in suit fits, and others are control bids for ♦
3♥	5♦, and now 3♠ shows 5♣ and no interest in ♦, 3NT shows no interest in suit fits, and others are control bids for ♦
3♠	No minor suit (thus 4=3=3=3 or 4=4=3=2), and now 4m shows 5m and 3NT shows no interest in any fits.
3♣	Game-forcing 6+♣ 3M.
3♦	Originally invitational with 4+M, with unspecified singleton or void (continuations <a href="#">page 6</a> ).
3OM	Unused/17–19HCP 1=4=4=4

[After 1♣-1♦/1♥-1♥/1♠-2♦]

3M	4M, thus originally invitational, and now game-forcing, unsuited for a splinter, catering for slam auctions (continuations <a href="#">page 6</a> if opener has slam interest).
4M	4-6 picture bid?

#### After 1♣-1♦/1♥-1♥/1♠-2M Back

Opener shows various hand types and responder shows 5-6M invitational (and 0-3♠ if M is ♥).

P	Declined invitation.
2OM/3OM	Reverse with 3M, now game-forcing with slam interest.
2NT	Strong balanced with 3M and interest in playing alternative strains.
3♣	Game-forcing 6 <sup>+</sup> ♣ 3M, now with slam interest.
3♦	Originally invitational with 4 <sup>+</sup> M, with singleton or void in OM/♦ (continuations <a href="#">page 6</a> ).
3M	Originally invitational with 4 <sup>+</sup> M (and now game-forcing), and not suited to a splinter (rare that you’d bother to make this bid). Responder may now use the continuations <a href="#">page 6</a> , or sign off in game.
3OM	Unused/17-19HCP 1=4=4=4
3NT	17-19HCP 2M.
4M	3-4M accepted invitation.

#### After 1♣-1♦/1♥-1♥/1♠-2NT Back

Opener shows various hand types and responder shows 4M with desire to play notrumps, game-forcing (differentiated from 2♦ only by the notrump-orientation and the narrower range), but not enough strength for a slam in M if opener has fit but no shortage (and 0-3♠ if M is ♥).

3♣	Natural, showing 6 <sup>+</sup> ♣ 3M with slam interest.
3♦	Originally INV 4M side singleton or void in ♦/OM and now slam interest (continuations <a href="#">page 6</a> ).
3M	17-19HCP balanced with 2-3M or 1=4=4=4, with continuations seeking level and strain.
3OM	Natural, showing 4OM 3M 0-1♦ 5-6♣ with slam interest.
3NT	Happy to play notrumps - shows a hand with 3M with no interest in side suits or slam, or a hand with 4M with preference for notrump.

[After 1♣-1♦/1♥-1♥/1♠-2NT]

4M	No slam interest, no notrump interest, thus originally INV with 4M and unsuited to a splinter.
4NT	Happy to play notrumps and quantitative slam interest - shows a hand with 3M with no interest in side suits, or a hand with 4M with preference for notrump.

### 3.4 Other 1-level responses to 1♣

#### After 1♣-1♠

Opener rebids fairly naturally, assuming a weak no-major hand. Responder originally described either that hand or a game-force with primary ♦, so in describing responder's strength for their rebid, "strong" refers to the latter hand.

1NT	Non-forcing and non-descriptive, including the weaker balanced range.
2♣	Strong with 5 <sup>+</sup> ♦, now also showing 3♣, could still have a major suit.
2♦	Weak with 6 <sup>+</sup> ♦, less than the values for 1♣-2♦
2♥/2♠	Strong with 5 <sup>+</sup> ♦ 4 <sup>+</sup> ♥/♠, and showing 0-2♣
2NT	Strong balanced 5♦ 2-4♣ with slam interest.
3♣	Strong with 5 <sup>+</sup> ♦, now also showing 4 <sup>+</sup> ♣
3♦	Strong with 6 <sup>+</sup> ♦, unsuited to an autosplinter.
3♥/3♠/4♣	Autosplinter on ♥/♠/♣ for ♦
3NT	Strong balanced 5♦ without slam interest (since such hands with fewer ♦ make an <a href="#">inverted raise</a> s).
2♣	To play with 5 <sup>+</sup> ♣
2♦	6 <sup>+</sup> ♦ weak.
2♦	Lower end of 17-19HCP balanced and invitational, or 17-19HCP 1=4=4=4.
P	Weak, 5 <sup>+</sup> ♦
2♥/2♠	Reveals GF with 5 <sup>+</sup> ♦ 4 <sup>+</sup> ♥/♠
2NT	Weak, natural.
3♣	Reveals GF with 5 <sup>+</sup> ♦ 4 <sup>+</sup> ♣
3♦	Reveals GF with 6 <sup>+</sup> ♦, unsuited to an autosplinter, or balanced with 5♦
3♥/3♠/4♣	Autosplinter in ♥/♠/♣ for ♦
3NT	Accepting the invitation, or some GF with no interest in alternative strains or levels with both majors stopped.
4♦	<a href="#">RKCB</a> for ♦

[After 1♣–1♠]

2♥	Reverse with 4 <sup>+</sup> ♣ 4 <sup>+</sup> ♥ 0-3♦ (continuations <a href="#">page 16</a> ).
2♠	Reverse with 5 <sup>+</sup> ♣ 4 <sup>+</sup> ♠ 0-3♥ 0-3♦ (continuations <a href="#">page 16</a> ).
2NT	Higher end of 17–19HCP balanced, and game-forcing.
3♣	Reveals GF with 5 <sup>+</sup> ♦ 4 <sup>+</sup> ♣
3♦	Reveals GF with 6 <sup>+</sup> ♦, unsuited to an autosplinter, or balanced with 5♦
3♥/3♠	Reveals GF with 5 <sup>+</sup> ♦ 4 <sup>+</sup> ♥/♠
3NT	To play, either a minimum opening, or some GF with no interest in alternative strains.
4♣/4♥/4♠	Autosplinter in ♣/♥/♠ for ♦
4♦	<a href="#">RKCB</a> for ♦
3♣	Long ♣ with good playing strength insufficient to force to game.
3♦/3♥/3♠	Autosplinter in ♦/♥/♠ for ♣
3NT	Gambling style with solid 7 <sup>+</sup> ♣

**After 1♣–1♠–2♥**

Three strengths are differentiated for responder; a weak minimum that cannot force to game opposite a minimum-strength reverse, a minimum that can force to game, and a hand that was game-forcing before opener revealed extra strength.

2♠	Either <ul style="list-style-type: none"> <li>• a weak minimum response that cannot create a game-force (so now 2NT/3♣ is a suggestion of contract), or</li> <li>• a GF 5<sup>+</sup>♦ 3<sup>+</sup>♣, or</li> <li>• a GF with extra strength and 5<sup>+</sup>♦ 4<sup>+</sup>♠.</li> </ul>
2NT/3♣	Natural, a minimum response that is not weak, and is thus game-forcing.
3♦	GF 5 <sup>+</sup> ♦ 0-2♣
3♥	GF 5 <sup>+</sup> ♦ 4 <sup>+</sup> ♥ unsuited to a splinter.
3♠/4♣	GF 5 <sup>+</sup> ♦ 4 <sup>+</sup> ♥ 0-1♠/♣
3NT	GF 5 <sup>+</sup> ♦ 4 <sup>+</sup> ♠ 0-3♥ 0-2♣
4♦	GF picture bid 5 <sup>+</sup> ♦ 4 <sup>+</sup> ♥ with honours only in the bid suits.

**After 1♣–1♠–2♠**

Three strengths are differentiated for responder; a weak minimum that cannot force to game opposite a minimum-strength reverse, a minimum that can force to game, and a hand that was game-forcing before opener revealed extra strength.

[After 1♣-1♠-2♠]

2NT	Either
	<ul style="list-style-type: none"> <li>• a weak minimum response that cannot create a game-force (so now 3♣ is a suggestion of contract), or</li> <li>• a GF 5<sup>+</sup>♦ 3<sup>+</sup>♣, or</li> <li>• a GF with extra strength and 5<sup>+</sup>♦ 4<sup>+</sup>♥.</li> </ul>
3♣	Natural 3 <sup>+</sup> ♣, a minimum response that is not weak, and is thus game-forcing.
3♦	Natural, a minimum response that is not weak, and is thus game-forcing 5 <sup>+</sup> ♦ 0-2♣
3♥	GF 6 <sup>+</sup> ♦ 0-2♣
3♠	GF 5 <sup>+</sup> ♦ 4 <sup>+</sup> ♠ unsuited to a splinter.
3NT	GF 5 <sup>+</sup> ♦ 4 <sup>+</sup> ♥ 0-3♠ 0-2♣
4♣/4♥	GF 5 <sup>+</sup> ♦ 4 <sup>+</sup> ♠ 0-1♣/♥
4♦	GF picture bid 5 <sup>+</sup> ♦ 4 <sup>+</sup> ♠ with honours only in the bid suits.

**After 1♣-1NT**

2♣	To play with 5 <sup>+</sup> ♣
2♦	Feature-showing auction to check on stoppers?
2♥/2♠	Natural reverses.
2NT	Blame transfer.
3♣	6 <sup>+</sup> ♣, slam interest, unsuited to an autosplinter.
3♦/3♥/3♠	Autosplinter on ♦/♥/♠ for ♣
3NT	A maximum for the weaker balanced range, or the stronger balanced range, or a suitable unbalanced hand.

### 3.5 Responder's rebids after opener shows a balanced hand

After 1♣-1♦/1♥-1NT, the following structure is used by responder to continue the auction. 2♣ is a puppet to 2♦ which may be to play, or preceding a natural invitational or natural game-forcing auction with a near-balanced hand. Otherwise four-suit transfers and natural bids at the three-level are all available to give differing descriptions of responder's hand.

- After the 2♣ puppet, responder may bid any of 2♥, 2♠, 2NT, 3♣, 3♦, to make a natural non-forcing invitation in the context of the preceding auction. An invitation in an unshown major shows four cards in that suit, and an invitation in responder's previously shown major shows five or six cards in that suit, depending on the length promised by opener, such that at least a seven-card fit is assured. A higher bid at

the three-level is game forcing and shows a balanced, three-suited, or similar shape and shows interest in choice of strain, and possibly higher levels. In such contexts, the principle of fast arrival applies.

- A transfer to the major responder has already shown requires opener to accept at the two level. Responder may then pass or bid a new suit to show a game-force with at least 6-4. A re-raise to 3M is undefined. 2NT begins a Baron sequence, with unshown four-card suits of reasonable quality now shown-up-the-line (note that the transfer now implies nothing about the length of responder's major, and the fact of a Baron sequence suggests it is only four cards in length). 4NT is **RKCB** for responder's major. Jumps to other suits (including opener's shown suit) show an independent trump suit and at most a singleton in the suit named.
- A transfer to a new suit shows 5 cards in responder's first suit and 4 cards in their second suit. Opener accepts the transfer naturally. In particular the auction 1♣-1♥-1NT-2♦ requires opener to give preference on the assumption that responder has a weak 5♠ 4♥ hand. A transfer to a minor shows one of several possible hands with the indicated minor, whether a new suit or opener's suit. There exist two cases:
  - In the auctions 1♣-1♦/1♥-1NT-2NT because the 2♣ puppet is available to drop the bidding in 2♦ should responder wish, only invitational and game-forcing hands use this sequence. Responder is permitted to have an invitational 4M 6+♦ hand or a natural game-force with 5M 4♦ (when holding a game-force with more cards in the major suit, transfer there first; with more ♦, bid directly at the three-level). Opener bids Step 1 to accept a possible invitation and Step 2 to decline. Further continuations are natural, with bids past 3♦ revealing the game-force, except for 3NT where opener has bid Step 1 to accept a possible invitation.
  - In the auctions 1♣-1♦/1♥-1NT-2♠ responder is permitted to have only a weak 4M 5+♣ hand or a natural game-force with 5M 4♣ (when holding a game-force with more cards in the major suit, transfer there first; with more ♣, bid directly at the three-level; when holding an invitational hand with long ♣, use the inverted raise). Opener bids 3♣ always and awaits developments. Further continuations are natural, with bids past 3♣ revealing the game-force.
- A bid at the three level in a new suit or opener's suit shows at least game values and at least 5 cards in the named strain (else a transfer would be used to show the strain) and thus at least 5 cards in responder's first suit. The auction develops naturally.
- A bid at the three level in responder's suit shows length, sets trumps and implies slam interest in a hand unsuited to a transfer-then-splinter auction. Opener's 3NT is then very discouraging.

## 3.6 Inverted Raise Structure



**After 1♣–2♣**

This inverted minor raise is used with 5+♣ support and at least invitational values, or a game-forcing balanced hand with 4♣ and no major, or 3=3=4=3 with 16+HCP. Where appropriate, 1♣–1NT should be used in preference. As a guideline for opener, “extras” is around 14–16HCP and “much extras” is around 17+HCP, and any auction that shows these strength types is game-forcing. In auctions where opener reveals 6+♣, both opener and responder should discount any value for the ♣Q or ♣J, since these are almost always wasted. Any 2NT bid that shows a balanced hand is non-forcing, and any 3♣ bid that shows a minimum hand is non-forcing, and all other below-game bids are forcing.

2♦	4+♥ (continuations <a href="#">page 19</a> )
2♥	4+♠ 0-3♥ (continuations <a href="#">page 21</a> )
2♠	2-3♠ 2-3♥ balanced. (continuations <a href="#">page 22</a> )
2NT	0-3♠ 0-3♥ 0-3♦ 6+♣, extras.
3♣	Waiting.
3♦/3♥/3♠	0-1♦/♥/♠ 6+♣ no side suit, extras.
3NT	1-3♠ 1-3♥ 1-3♦ 6+♣, unsuited for a splinter, extras.
4♣	1-3♠ 1-3♥ 1-3♦ 6+♣, unsuited for a splinter, much extras.
3♦/3♥/3♠	0-1♦/♥/♠ minimum.
3♣	1-3♠ 1-3♥ 1-3♦ 6+♣, unsuited for a splinter, minimum.
3♦/3♥/3♠	0-1♦/♥/♠ 6+♣ no side suit, minimum.
3NT	♣AKxxxxx and one side A or K, unsuited for a splinter.
4♣	<a href="#">RKCB</a> for ♣
4♦/4♥/4♠	<a href="#">ERKCB</a> on ♦/♥/♠ for ♣

**After 1♣–2♣–2♦ [Back](#)**

Opener shows 4+♥.

2♥	No ♥ fit, can have 4♠ (continuations <a href="#">page 20</a> )
2♠	No ♥ fit, but 4♠ and desire for a 12–13HCP balanced hand to place the contract or raise ♠ (continuations <a href="#">page 21</a> )
2NT/3♣	No ♥ fit, and 2-3♠ and desire for a 12–13HCP balanced hand to place the contract.
3♣	To play, including some 4♥ 4+♣ unbalanced, minimum hands.
3♦/3♠	0-1♦/♠ 4+♥ 4+♣ with extras.
3♥	5♥ 6+♣
3NT	Either maximum 12–13HCP or any hand lacking slam interest.
4♣	4+♥ 4+♣ unbal, unsuited for a splinter, much extra.

[After 1♣-2♣-2♦]

3♦	4 <sup>+</sup> ♥ with extras, either 0-1♦ or 2=4=2=5.
3♥	Inquiry.
3♠	4 <sup>+</sup> ♥ 0-1♦
3NT	2=4=2=5.
3♥	Minimum 4 <sup>+</sup> ♥
3♠	4 <sup>+</sup> ♥ 0-1♠ with extras.
3NT	16-18HCP 3=3=4=3.
4♣	Picture bid 4 <sup>+</sup> ♥, honours only in the bid suits, extras?

After 1♣-2♣-2♦-2♥ [Back](#)Opener shows 4<sup>+</sup>♥ and responder shows no ♥ fit, can have 4♠.

2♠	4♠ 4♥ 0-3♦ 2-5♣ any.
2NT	2-3♠ 4♥ 12-13HCP balanced.
P	Too weak for game.
3♣	5 <sup>+</sup> ♣ seeking fit for slam.
3♦	4♦ seeking fit for slam.
3NT	To play.
4NT	Quantitative slam interest.
3♣	4♥ 4 <sup>+</sup> ♣ unbalanced, minimum.
3♦	2-3♠ 4♥ 17-19HCP balanced. (continuations <a href="#">page 20</a> )
3♥/3♠	0-1♦/♠ 4 <sup>+</sup> ♥ 4 <sup>+</sup> ♣ with extras.
3NT	4 <sup>+</sup> ♥ 4 <sup>+</sup> ♣ unbal, unsuited for a splinter, extras.
4♣	4 <sup>+</sup> ♥ 4 <sup>+</sup> ♣ unbal, unsuited for a splinter, much extra.
4♥	5 <sup>+</sup> ♥ 6 <sup>+</sup> ♣

After 1♣-2♣-2♦-2♥-3♦ [Back](#)

Opener shows 2-3♠ 4♥ 17-19HCP balanced and responder shows no ♥ fit, can have 4♠.

3♥	Inquiry for ♣ length.
3♠	3=4=3=3 or 2=4=4=3 (now 4♣ is <a href="#">RKCB</a> for ♣).
3NT	3=4=4=2 (now 4♣ is <a href="#">RKCB</a> for ♣).
4♣	2=4=3=4 or 3=4=2=4 or 2=4=2=5.

After 3♠/3NT, responder may bid 4♣ or 4♦ to initiate a slam investigation, either establishing or seeking fit as appropriate

3♠	Puppet to 3NT.
3NT	Forced.
4♣	<a href="#">RKCB</a> for ♣
4♦+	Control bids for ♣
3NT	To play.

[After 1♣-2♣-2♦-2♥-3♦]

4♣	RKCB for ♣
4♦/4♥/4♠	ERKCB on ♦/♥/♠ for ♣

**After 1♣-2♣-2♦-2♠ Back**

Opener shows 4<sup>+</sup>♥ and responder shows no ♥ fit, but 4♠ and desire for a 12-13HCP balanced hand to place the contract or raise ♠.

2NT	To play.
3♣	To play, including some 4♥ 4 <sup>+</sup> ♣ unbalanced, minimum hands.
3♦/3♥	0-1♦/♠ 4 <sup>+</sup> ♥ 4 <sup>+</sup> ♣ with extras.
3♠	Minimum with 4♠
3NT	Either maximum 12-13HCP or any hand lacking slam interest.
4♣	4 <sup>+</sup> ♥ 4 <sup>+</sup> ♣ unbal, unsuited for a splinter, much extra.
4♦	Slam interest with 4♠ 0-1♦
4♥	5 <sup>+</sup> ♥ 6 <sup>+</sup> ♣
4♠	4♠ extras with no slam interest.

**After 1♣-2♣-2♥ Back**

Opener shows 4<sup>+</sup>♠ 0-3♥.

2♠	No ♠ fit. (continuations <a href="#">page 22</a> )
2NT/3♣	No ♠ fit, and desire for a 12-13HCP balanced hand to place the contract.
3♣	To play, including some 4♠ 4 <sup>+</sup> ♣ unbalanced, minimum hands.
3♦/3♥	0-1♦/♥ 4 <sup>+</sup> ♠ 4 <sup>+</sup> ♣ with extras.
3♠	5♠ 6 <sup>+</sup> ♣
3NT	Either maximum 12-13HCP or any hand without slam interest.
4♣	4 <sup>+</sup> ♠ 4 <sup>+</sup> ♣ unbal, unsuited for a splinter, much extra.
3♦	4 <sup>+</sup> ♠ with extras, either 0-1♦ or 4=2=2=5.
3♥	Inquiry.
3♠	4 <sup>+</sup> ♠ 0-1♦
3NT	4=2=2=5.
3♥	4 <sup>+</sup> ♠ 0-1♥ with extras.
3♠	Minimum 4 <sup>+</sup> ♠
3NT	16-18HCP 3=3=4=3.
4♣	Picture bid 4 <sup>+</sup> ♠, honours only in the bid suits, extras?

After 1♣-2♣-2♥-2♠ [Back](#)

Opener shows 4+♠ 0-3♥ and responder shows no ♠ fit.

2NT	4♠ 2-3♥ 12-13HCP balanced.
P	Too weak for game.
3♣	5+♣ seeking fit for slam.
3♦	4♦ seeking fit for slam.
3NT	To play.
4NT	Quantitative slam interest.
3♣	4♠ 4+♣ unbalanced, minimum.
3♦	4♠ 2-3♥ 17-19HCP balanced. (continuations <a href="#">page 22</a> )
3♥/3♠	0-1♥/♦ 4+♠ 4+♣ with extras.
3NT	4+♠ 4+♣ unbal, unsuited for a splinter, extras.
4♣	4+♠ 4+♣ unbal, unsuited for a splinter, much extra.
4♠	5+♠ 6+♣

After 1♣-2♣-2♥-2♠-3♦ [Back](#)

Opener shows 4♠ 2-3♥ 17-19HCP balanced and responder shows no ♠ fit.

3♥	Inquiry for ♣ length.
3♠	4=3=3=3 or 4=2=4=3 (now 4♣ is <a href="#">RKCB</a> for ♣).
3NT	4=3=4=2 (now 4♣ is <a href="#">RKCB</a> for ♣).
4♣	4=2=3=4 or 4=3=2=4 or 4=2=2=5.

After 3♠/3NT, responder may bid 4♣ or 4♦ to initiate a slam investigation, either establishing or seeking fit as appropriate

3♠	Puppet to 3NT.
3NT	Forced.
4♣	<a href="#">RKCB</a> for ♣
4♦+	Control bids for ♣
3NT	To play.
4♣	<a href="#">RKCB</a> for ♣
4♦/4♥/4♠	<a href="#">ERKCB</a> on ♦/♥/♠ for ♣

After 1♣-2♣-2♠ [Back](#)

Opener shows 2-3♠ 2-3♥ balanced.

2NT	Invitational for 12-13HCP balanced.
P	Declines the invitation.
3♣	Declines the invitation.
3NT	Accepts the invitation (possibly with 17-19HCP balanced).
3♣	Not invitational for 12-13HCP balanced.

[After 1♣-2♣-2♠]

3♦	Fairly balanced with interest in 3NT (or higher) opposite a 17-19HCP balanced hand, inquiry.
3♥	17-19HCP 4-5♣
3♠	Inquiry.
3NT	3=3=3=4.
4♣	5♣
4♦	4♦ 4♣, now <a href="#">6 Key-Card Blackwood</a> is available, but ♣ are still agreed as trumps.
3♠	17-19HCP 4-5♦ 2-3♣
4♣	Inquiry, either shows ♦ or a hand that can control the auction.
4♦	5♦ 2-3♣, ♦ are trumps.
4NT	4♦ 2-3♣, ♦ are trumps.
3NT	12-13HCP balanced hand.
3♥/3♠	0-1♥/♠ with interest in at least 5♣ if 3NT is not suitable.
3NT	To play, and no slam interest opposite a 17-19HCP balanced hand.
4♣	Slam interest 6+♣, unsuited to a splinter.

## Chapter 4

# After a 1♦ Opening

### 4.1 Responding to 1♦

#### After 1♦

This structure is very natural.

- |          |  |
|----------|--|
| 1♥/1♠    | Natural, 4 <sup>+</sup> ♥/♠ (continuations <a href="#">page 24</a> and <a href="#">page 26</a> ).  |
| 1NT      | Natural, no major, unsuited to raising ♦ or making a ♣ 2/1 (continuations <a href="#">page 28</a> ).   |
| 2♣       | At least invitational strength, 5 <sup>+</sup> ♣ or 16+HCP 3=3=3=4 (subsequent 3♣ rebid is game-forcing with 6 <sup>+</sup> ♣) (continuations <a href="#">page 29</a> ). |
| 2♦       | Inverted raise showing 4 <sup>+</sup> ♦, possibly with a 4-card major suit (continuations <a href="#">page 29</a> ).   |
| 2♥/2♠    | Weak jump shift, 4-6HCP 6 <sup>+</sup> ♥/♠   |
| 2NT      | Balanced invitational hand, normally no major suit.  |
| 3♣/3♦    | Weak 5 <sup>+</sup> ♦, able/unable to play 3NT opposite the stronger balanced range.   |
| 3♥/3♠/4♣ | Splinter on ♥/♠/♣ for ♦, normally 0-3M.  |
| 3NT      | Minimum balanced game-force, normally no major. If responder holds 4-5♦, they would not act positively over any splinter for ♦.  |
| 4♦       | <a href="#">RKCB</a> for ♦   |
| 4♥/4♠/5♣ | <a href="#">ERKCB</a> on ♥/♠/♣ for ♦   |

### 4.2 Responder shows a major suit after 1♦

#### After 1♦-1♥

- |    |   |
|----|---|
| 1♠ | Unbalanced with 4 <sup>+</sup> ♠, may hold 3♥, even if minimum. |
|----|---|

[After 1♦–1♥]

1NT	Forcing, showing 0-3♠ 0-3♥ and one of: <ul style="list-style-type: none"> <li>• any strength with 3♥,</li> <li>• a normal minimum 2♦ rebid, or</li> <li>• any hand of 16<sup>+</sup>HCP 5<sup>+</sup>♦ 4<sup>+</sup>♣, or</li> <li>• any hand worth a game-force with 6<sup>+</sup>♦</li> </ul> (continuations <a href="#">page 25</a> )
2♣	11–15HCP 4 <sup>+</sup> ♦ 5 <sup>+</sup> ♣ 0-2♥
2♦	11–15HCP 5 <sup>+</sup> ♦ 4 <sup>+</sup> ♣ 0-2♥
2♥	Less than invitational, 4♥ (now natural game tries and splinters).
2♠	Either invitational with 4♥ 0-1♠/♣, or game-forcing with 4♥ 0♠/♣, or 4♥ 5 <sup>+</sup> ♦ game-forcing and unsuited to a splinter (continuations <a href="#">page 26</a> )
2NT	Invitational 4♦ 5 <sup>+</sup> ♣ 0-2♥
3♣	Game-forcing 4♦ 5 <sup>+</sup> ♣ 0-2♥
3♦	Invitational 6 <sup>+</sup> ♦ 0-2♥
3♥	Invitational 4 <sup>+</sup> ♥, unsuited to a splinter.
3♠/4♣	Game-forcing 4 <sup>+</sup> ♥ with 1♠/♣
3NT	Gambling style with solid 7 <sup>+</sup> ♦
4♦	GF 4 <sup>+</sup> ♥ 6 <sup>+</sup> ♦ picture bid, honours only in the bid suits.

**After 1♦–1♥–1NT Back**Responder shows 4<sup>+</sup>♥ and opener's rebid is forcing, showing 0-3♠ 0-3♥ and one of:

- any strength with 3♥,
- a normal minimum 2♦ rebid, or
- any hand of 16<sup>+</sup>HCP 5<sup>+</sup>♦ 4<sup>+</sup>♣, or
- any hand worth a game-force with 6<sup>+</sup>♦

2♣	Enough strength to force a 16 <sup>+</sup> HCP hand to game.
2♦	Minimum, 6 <sup>+</sup> ♦ ( 3♥ is possible).
2♥	Minimum, 3♥ ( 6♦ is possible) (now 3♦ is to play).
2♠	Invitational or better 3♥ (since cannot be natural).
2NT	Invitational or better 5 <sup>+</sup> ♦ 5 <sup>+</sup> ♣, forcing.
3♣	Invitational or better 5 <sup>+</sup> ♦ 4♣
3♦	Game-forcing 6 <sup>+</sup> ♦

[After 1♦-1♥-1NT]

2♦	Cannot game-force a 16 <sup>+</sup> HCP hand, 0-3♦
P	Minimum, 6 <sup>+</sup> ♦ or some lapsed invitational hand 5 <sup>+</sup> ♦ 4 <sup>+</sup> ♣ hands.
2♥	Minimum, or lapsed invitational hand 3♥
2♠	Invitational or better 3♥ (since cannot be natural).
2NT	Invitational or better 5 <sup>+</sup> ♦ 5 <sup>+</sup> ♣, forcing.
3♣	Invitational 5♦ 4♣
3♦	GF 6 <sup>+</sup> ♦
3♥	GF 5 <sup>+</sup> ♦ 4♣
2♥	Cannot game-force a 16 <sup>+</sup> HCP hand, 6 <sup>+</sup> ♥
3♣	Cannot game-force a 16 <sup>+</sup> HCP hand, 4 <sup>+</sup> ♥ 6 <sup>+</sup> ♣

**After 1♦-1♥-2♠ Back**

Responder shows 4<sup>+</sup>♥, and opener shows either invitational with 4♥ 0-1♠/♣, or game-forcing with 4♥ 0♠/♣, or 4♥ 5<sup>+</sup>♦ game-forcing and unsuited to a splinter.

2NT	Inquiry.
3♣	0♠/♣ invitational.
3♦	Inquiry.
3♥/3♠	0♣/♠
3♦/3♥	1♣/♠ invitational.
3♠/4♣	0♠/♣ GF.
3NT	Either 2=4=5=2 or 4♥ 6 <sup>+</sup> ♦ and unsuited for a splinter.

**After 1♦-1♠**

1NT	Forcing, showing 0-3♠ 0-4♥ and one of: <ul style="list-style-type: none"> <li>• any strength with 3♠,</li> <li>• a normal minimum 2♦ rebid, or</li> <li>• any hand of 16<sup>+</sup>HCP 5<sup>+</sup>♦ 4<sup>+</sup>♣, or</li> <li>• any hand worth a game-force with 6<sup>+</sup>♦</li> </ul> (continuations <a href="#">page 27</a> )
2♣	11-15HCP 4 <sup>+</sup> ♦ 4 <sup>+</sup> ♣ 0-2♠ (i.e. any minor 2- or 3-suiter, except that 11-13HCP with 1=4=4=4 would have opened 1♣).
2♦	11-15HCP 5 <sup>+</sup> ♦ 4 <sup>+</sup> ♥ 0-2♠
2♥	Preference.
2♠	Preference.
3♣	Game-forcing grope.



[After 1♦-1♠]	
2♥	Natural reverse, including game-forcing 1=4=4=4, and 0=4=4=5, may hold 3♠
2♠	Less than invitational, 4♠ (now natural game tries and splinters).
2NT	Invitational 4♦ 5♣ 0-2♠
3♣	Invitational 4♦ 6+♣ 0-2♠
3♦	Invitational 6+♦ 0-2♠
3♥	4♠ 5+♦ unsuited to a splinter, game-forcing
3♠	Unsuited to a splinter but with slam interest, then control bidding.
3NT+	Shows shortages (continuations <a href="#">page 6</a> ).
3♠	Invitational 4+♠
3NT	Gambling style with solid 7+♦
4♣/4♥	Game-forcing 4+♠ with 0-1♣/♥
4♦	GF 4+♠ 6+♦ picture bid, honours only in the bid suits.

**After 1♦-1♠-1NT Back**

Responder shows 4+♠, and opener is forcing, showing 0-3♠ 0-4♥ and one of:

- any strength with 3♠,
- a normal minimum 2♦ rebid, or
- any hand of 16+HCP 5+♦ 4+♣, or
- any hand worth a game-force with 6+♦

2♣	Enough strength to force a 16+HCP hand to game.
2♦	Minimum, 6+♦
2♥	Invitational or better 3♠ (since cannot be natural).
2♠	Minimum, 3♠ (now 3♦ is to play).
2NT	Invitational or better 5+♦ 5+♣, forcing.
3♣	Invitational or better 5+♦ 4♣
3♦	Invitational or better 6+♦

[After 1♦-1♠-1NT]

2♦	Cannot game-force a 16 <sup>+</sup> HCP hand, 0-3♦
P	Minimum, 6 <sup>+</sup> ♦ or some lapsed invitational hand 5 <sup>+</sup> ♦ 4 <sup>+</sup> ♣ hands.
2♥	Invitational or better 3♠ (since cannot be natural).
2♠	Minimum, or lapsed invitational hand 3♠
2NT	Invitational or better 5 <sup>+</sup> ♦ 5 <sup>+</sup> ♣, forcing.
3♣	Invitational 5♦ 4♣
3♦	GF 6 <sup>+</sup> ♦
3♥	GF 5 <sup>+</sup> ♦ 4♣
2♥	Cannot game-force a 16 <sup>+</sup> HCP hand, both majors.
2♠	Cannot game-force a 16 <sup>+</sup> HCP hand, 6 <sup>+</sup> ♠
3♣	Cannot game-force a 16 <sup>+</sup> HCP hand, 4 <sup>+</sup> ♠ 6 <sup>+</sup> ♣

### 4.3 Responder denies a major after 1♦

After 1♦-1NT

2♣	Unbalanced 4 <sup>+</sup> ♣, non-forcing.
2♦	Unbalanced, limited, 6 <sup>+</sup> ♦ or 5 <sup>+</sup> ♦ 4 <sup>+</sup> M.
2♥	Invitational or better with 5 <sup>+</sup> ♦ 4 <sup>+</sup> ♣ (continuations <a href="#">page 28</a> )
2♠	Major-suit reverse, Blackout applies
2NT	Autosplinter on ♥/♠/♣ for ♦
3♣	Inquiry.
3♦	Unspecified void.
3♥/3♠/3NT	1♥/♠/♣
3♣	Invitational with 4♦ 5 <sup>+</sup> ♣
3♦	Invitational with 6 <sup>+</sup> ♦
3♥	Game-forcing with 4♦ 5 <sup>+</sup> ♣
3♠	Game-forcing with 6 <sup>+</sup> ♦
3NT	Gambling style with solid 7 <sup>+</sup> ♦

After 1♦-1NT-2♥ [Back](#)Responder denies a major and opener's rebid shows invitational or better with 5<sup>+</sup>♦ 4<sup>+</sup>♣.

2♠	Inquiry.
2NT	Invitational or better with 5 <sup>+</sup> ♦ 5 <sup>+</sup> ♣, forcing.
3♣	Invitational with 5♦ 4♣
3♦	Invitational with 6 <sup>+</sup> ♦ 4♣
3♥	Game-forcing with 5♦ 4♣

[After 1♦–1NT–2♥]

3♠	Game-forcing with 6 <sup>+</sup> ♦ 4♣
3NT	Game-forcing with minimum 6 <sup>+</sup> ♦ 6 <sup>+</sup> ♣

#### 4.4 Responder's 2/1 2♣ over 1♦

After 1♦–2♣

2♦	Minimum unbalanced with 5 <sup>+</sup> ♦ or 4=4=4=1.
2♥/2♠	Invitational or better with 5 <sup>+</sup> ♣ 4 <sup>+</sup> ♥/♠
2NT	Invitational with 0-3♠ 0-3♥ 0-3♦ 5 <sup>+</sup> ♣ inviting a correction to 3♣ (lesser ♣ hands should use the initial 2NT invitation).
3♣	Game-forcing 6 <sup>+</sup> ♣
3♦	Invitational with 5 <sup>+</sup> ♣ 4 <sup>+</sup> ♦
3♥/3♠	Splinter in ♥/♠ for ♦ with 6 <sup>+</sup> ♣
3NT	To play.
4NT	Quantitative.
2♥/2♠	Natural reverse, game-forcing (4=4=4=1 possible for 2♥).
2NT	Game-forcing with 4 <sup>+</sup> ♣, unsuited for a splinter. Note that this bid is not needed naturally, as opener cannot be balanced
3♣	Minimum 5 <sup>+</sup> ♦ 4 <sup>+</sup> ♣
3♦	Long ♦ with good playing strength, game-forcing.
3♥/3♠	Splinter on ♥/♠ for ♣
3NT	Solid 7 <sup>+</sup> ♦, minimum.
4♣	Forcing ♣ raise.
4♦	??
4♥/4♠	ERKCB for ♥/♠ for ♣

#### 4.5 Inverted Raise Structure

After 1♦–2♦

This inverted minor raise is used with 4<sup>+</sup>♦ support and at least invitational values, or a game-forcing balanced hand with 4♦ and no major. As a guideline for opener, “extras” is around 14–16HCP and “much extras” is around 17<sup>+</sup>HCP, and any auction that shows these strength types is game-forcing. In auctions where opener reveals 6<sup>+</sup>♦, both opener and responder should discount any value for the ♦Q or ♦J, since these are almost always wasted. Any 3♦ bid that shows a minimum hand is non-forcing, and all other below-game bids are forcing.

[After 1♦–2♦]

2♥	4+♥
2♠	4♠
2NT	Natural, ♣ stopper, minimum.
3♣	Extra strength, groping.
3♦	Minimum, no ♣ stopper.
3♥	5+♥ 6+♣
3♠	Extra strength, no ♣ stopper.
3NT	Natural, ♣ stopper.
4♣	1=4=4=4 14–16HCP or game-forcing.
3♦	Minimum, no ♣ stopper.
3♥	5+♥ 6+♣
3♠	Game-forcing, extra strength 4♠
3NT	Natural, ♣ stopper, extras.
4♣	4=4=4=1.
4♠	Minimum 4♠
2NT	Natural, ♠ and ♣ stopper, minimum.
3♣	4♣
3♦	Minimum, non-forcing.
3♥	Game-forcing, extra strength 4♥, unsuited for a splinter.
3♠	0-1♠ 4+♥ 5+♦ 0-4♣ (and now a minimum signs off).
3NT	4+♥ 5+♦ unsuited to show a shortage (and now a minimum signs off).
4♣	0-4♠ 4+♥ 5+♦ 0-1♣ (and now a minimum signs off).
4♦	0♠ 4+♥ 5+♦ 0-4♣ (and now a minimum signs off).
4♥	0-4♠ 4+♥ 5+♦ 0♣ (and now a minimum signs off).
3♠/4♣	4+♥ 0-1♠/♣
3NT	Natural, ♠ and ♣ stopper, extras.
4♦	4+♥ picture bid.
4♥	Minimum 4♥
2♠	4+♠ 0-3♥
2NT	5+♦ 4♣ 0-3♠ 0-3♥
2NT	4+♦ 5+♣ 0-3♥
3♦	6+♦ 0-3♠ 0-3♥ minimum, no side suit.

## Chapter 5

# Major Openings

### 5.1 Initial Responses to Major Openings

#### After 1♥:

1♠	4 <sup>+</sup> ♠ 6 <sup>+</sup> HCP.
1NT	0-2♥ (rarely 3♥) 0-3♠ 6-10(11)HCP .
2♣/2♦	4 <sup>+</sup> ♣/ 5 <sup>+</sup> ♦ 11 <sup>+</sup> HCP.
2♥	3 <sup>+</sup> ♥ (5)6-9(10)HCP.
2♠	4 <sup>+</sup> ♥, unspecified singleton or void, either less than 5LTC or 7.5-8.5LTC.
2NT	4 <sup>+</sup> ♥, no singletons or voids, either 8-11HCP or 16 <sup>+</sup> HCP.
3♣	3♥ 2-3♠ balanced 10 <sup>+</sup> HCP.
3♦	4 <sup>+</sup> ♥, unspecified singleton or void with 6.5-7LTC.
3♥	4 <sup>+</sup> ♥ pre-emptive (around 9-10LTC).
3♠	4 <sup>+</sup> ♥, unspecified singleton or void with 5-6LTC.
3NT/4♣/4♦	4 <sup>+</sup> ♥, no singletons or voids, 12-15HCP with 2, 1/4 or 0/3 key cards respectively. Subsequently, 4NT is a control bid to show the ♥Q.
4♥	5 <sup>+</sup> ♥ pre-emptive.
4♠	<a href="#">RKCB</a> for ♥
4NT/5♣/5♦	<a href="#">ERKCB</a> on ♠/♣/♦ in ♥
5♥	Inviting 6♥ with emphasis on trump quality.
5NT	Trump ask.

#### After 1♠:

1NT	0-2♠ (rarely 3♠) 6-10(11)HCP.
2♣/2♦	4 <sup>+</sup> ♣/ 4 <sup>+</sup> ♦ 11 <sup>+</sup> HCP.

[1♠-]	
2♥	4+♠ 11+HCP.
2♠	3+♠ (5)6-9(10)HCP.
2NT	4+♠, unspecified singleton or void, either less than 5LTC or 7.5–8.5LTC.
3♣	4+♠, no singletons or voids, either 8–11HCP or 16+HCP.
3♦	3♠ 2-3♥ balanced 10+HCP.
3♥	4+♠, unspecified singleton or void with 6.5–7LTC.
3♠	4+♠ pre-emptive (around 9-10LTC).
3NT	4+♠, unspecified singleton or void with 5–6LTC.
4♣/4♦/4♥	4+♠, no singletons or voids, 12–15HCP with 2, 1/4 or 0/3 key cards respectively. Subsequently, 4NT is a control bid to show the ♠Q.
4♠	5+♠ pre-emptive.
4NT	<a href="#">RKCB</a> for ♠
5♣/5♦/5♥	<a href="#">ERKCB</a> on ♣/♦/♥ in ♠
5♠	Inviting 6♠ with emphasis on trump quality.
5NT	Trump ask.

## 5.2 Simple and Jump Raises

A raise to the two-level shows around 6-9 and primary fit. A raise to the three- or four-level is not constructive and implies four or five trumps respectively, except that a worthless balanced hand should downgrade its support.

### After 1M–2M

2NT	Balanced, invitational, not forcing.
2♠/3♣/3♦/3♥	Short suit trial (exceptionally, a doubleton).
3M	Invitational (but blocking after interference).
3NT	Suggestion of contract.
3♠/4♣/4♦/4♥	Slam try with side 5-card suit as a trick source.
4M	To play.
4♠/4NT	<a href="#">RKCB</a> on M.
4NT/5♣/5♦/5♥	<a href="#">ERKCB</a> on M.

### After 1M–3M

3♠/4♣/4♦/4♥	Control bid.
4M	To play.
4♠/4NT	<a href="#">RKCB</a> on M.
4NT/5♣/5♦/5♥	<a href="#">ERKCB</a> on M.

### 5.3 Balanced 3-card raises

The bid three steps above a two-level raise shows a balanced hand with  $10^+$ HCP, exactly 3-card support and no side four-card major. Again, opener is able to inquire about strength, attempt to play 3NT, show shortage or show a side source of tricks according to their hand. In all cases the auction develops naturally with control bidding.

The corollary to this raising style with balanced 3-card support hands is that a minor suit 2/1 followed by a raise of opener's major shows an unbalanced hand.

#### After $1\heartsuit-3\clubsuit$

$3\spadesuit$	GF, with shortage if minimum GF (continuations <a href="#">page 5</a> ).
$3\heartsuit$	Minimum, not forcing.
$3\spadesuit/4\clubsuit/4\heartsuit$	Reasonable $4^+\clubsuit/\heartsuit$ suit with slam interest.
3NT	17–19HCP balanced, offer to play.
$4\heartsuit$	Minimum GF, no shortage (around 15–17HCP).
$4\spadesuit$	<a href="#">RKCB</a> for $\heartsuit$
$4NT/5\clubsuit/5\heartsuit$	<a href="#">ERKCB</a> on $\spadesuit/\clubsuit/\heartsuit$ in $\heartsuit$
$5\heartsuit$	Inviting $6\heartsuit$ with emphasis on trump quality.
5NT	Trump ask.

#### After $1\spadesuit-3\heartsuit$

$3\heartsuit$	GF, with shortage if minimum GF (continuations <a href="#">page 5</a> ).
$3\spadesuit$	Minimum, not forcing.
3NT	17–19HCP balanced, offer to play.
$4\clubsuit/4\heartsuit/4\spadesuit$	Reasonable $4^+\clubsuit/\heartsuit/\spadesuit$ suit with slam interest.
$4\spadesuit$	Minimum GF, no shortage (around 15–17HCP).
4NT	<a href="#">RKCB</a> for $\spadesuit$
$5\clubsuit/5\heartsuit/5\spadesuit$	<a href="#">ERKCB</a> on $\clubsuit/\heartsuit/\spadesuit$ in $\spadesuit$
$5\spadesuit$	Inviting $6\spadesuit$ with emphasis on trump quality.
5NT	Trump ask.

### 5.4 Balanced 4-card raises

The bid two steps above a two-level raise shows primary fit with at least invitational strength and denies both side shortage and the strength for a Swiss Raise. Thus it shows 8–11HCP or  $16^+$ HCP. Opener is able to inquire about strength, attempt to play 3NT, show shortage or show a side source of tricks according to their hand. In all cases the auction develops naturally with control bidding.

## After 1♥–2NT

3♣	Inv+ inquiry, probably no shortage if GF.
3♦	10–11HCP.
3♥	Demands denial control bidding.
3♠+	Denial control bid.
3♥	8–9HCP.
3♠+	Denial control bid.
3♠+	16+HCP, control bid (including 3NT denial control bid).
3♦	GF inquiry, wanting to show shortage (continuations <a href="#">page 5</a> ).
3♥	Minimum, non-forcing.
3♠/4♣/4♦	Reasonable 5+♠/♣/♦ suit, slam interest.
3NT	Offer to play, 17–19HCP.
4♥	Minimum GF, no shortage (approx 17–18HCP).
4♠	<a href="#">RKCB</a> for ♥
4NT/5♣/5♦	<a href="#">ERKCB</a> on ♠/♣/♦ in ♥
5♥	Inviting 6♥ with emphasis on trump quality.
5NT	Trump ask.

## After 1♠–3♣

3♦	Inv+ inquiry, probably no shortage if GF.
3♥	10–11HCP.
3♠	Demands denial control bidding.
3NT+	Denial control bid.
3♠	8–9HCP.
3NT+	Denial control bid.
3NT+	Denial control bid.
3♥	GF inquiry, wanting to show shortage (continuations <a href="#">page 5</a> ).
3♠	Minimum, non-forcing.
3NT	Offer to play, 17–19HCP.
4♣/4♦/4♥	Reasonable 5+♠/♣/♦ suit, slam interest.
4♠	Minimum GF, no shortage (approx 17–18HCP).
4NT	<a href="#">RKCB</a> for ♥
5♣/5♦/5♥	<a href="#">ERKCB</a> on ♣/♦/♥ in ♠
5♠	Inviting 6♠ with emphasis on trump quality.
5NT	Trump ask.



## 5.5 Splinters

The bid one step above a two-level raise also shows an unspecified singleton or void, with either less than 5LTC or 7.5–8.5LTC. After this response, a step 1 inquiry, a 3-level sign-off, and a 3NT game-forcing inquiry are available. In many auctions, the structures [page 5](#) and [page 6](#) are used to resolve responder's shape. In all cases the auction develops naturally with normal control bidding.

### After 1♥–2♠

2NT	Inquiry.
3♣/3♦/3♥	0-1♣/♦/♠, 7.5–8.5LTC.
3♠+	Shortage with less than 5LTC (continuations <a href="#">page 6</a> ).
3♥	To play opposite 7.5–8.5LTC.
3♠+	Shortage with less than 5LTC (continuations <a href="#">page 6</a> ).
3NT	Puppets a mini-splinter to 4♥
4♣/4♦/4♠	Singleton ♣/♦/♠, less than 5LTC.
4♥	7.5–8.5LTC.
4NT/5♣/5♦	Void ♠/♣/♦, less than 5LTC.

### After 1♠–2NT

3♣	Inquiry.
3♦/3♥/3♠	0-1♦/♥/♣, 7.5–8.5LTC.
3NT	Shortage with less than 5LTC (continuations <a href="#">page 6</a> ).
3♠	To play opposite 7.5–8.5LTC.
3♠+	Shortage with less than 5LTC (continuations <a href="#">page 6</a> ).
3NT	Puppets a mini-splinter to 4♠
4♣/4♦/4♥	Singleton ♣/♦/♥, less than 5LTC.
4♠	7.5–8.5LTC.
4NT/5♣/5♦	Void ♥/♣/♦, less than 5LTC.

The bids one step below and above a three-level raise also show an unspecified singleton or void with respectively 5–6LTC and 6.5–7LTC. After this response, opener may employ a Step 1 inquiry, or sign off. In all cases the auction develops naturally with normal control bidding.

### After 1♥–3♦

3♥	Inquiry (continuations <a href="#">page 6</a> ).
4♥	To play.

**After 1♠–3♥**

3♠ Inquiry (continuations [page 6](#)).  
 4♠ To play.

**After 1♥–3♠**

3NT Inquiry.  
 4♣/4♦/4♥ 0-1♣/♦/♠, 5-6LTC.  
 4♥ To play.

**After 1♠–3NT**

4♣ Inquiry.  
 4♦/4♥/4♠ 0-1♦/♥/♣, 5-6LTC.  
 4♠ To play.

## 5.6 The Witch's 2♣

This convention covers a family of similar auctions treated in the same way to solve a disparate set of bidding problems. The three auctions 1♥–1♠, 1♥–1NT and 1♠–1NT introduce a forcing artificial two-way 2♣ rebid by opener to show either a minimum major suit opening of at least six cards, or some strong hand. With a hand that would have rebid 2♣ ordinarily, opener rebids his major artificially to show this hand type. This requires that the partnership reach a contract of at least 2M and forego reaching 2♣/2♦/2♥ on such hands. This cost is heavily outweighed by the improved game bidding accuracy resulting from the partnership having two different strategies available for 3-level rebids, the increased frequency of successful heart contracts after 1♠–1NT, the use of 2NT as a strong spade raise after 1♥–1♠ and, after the same start to the auction, the ability to show a forcing 3-card raise via 2♣ and a subsequent 2♠ rebid. The third auction, 1♥–1NT shows only the general gains from having different 3-level rebidding strategies. A secondary gain in all cases is that heavy 1NT responders will have an easier auction, and thus the incentive to make a shaded 2/1 response is lower.

The general rebidding scheme for opener is to rebid 2♣ with either a minimum opening and a long major (possibly with a second suit suppressed), or a very strong balanced range, or almost any other unbalanced hand of 16<sup>+</sup>HCP. Opener's other new suit rebids at the two level are natural, limited and non-forcing, as is the "rebid" of opener's major. New suits at the three level show invitational hands with at least 5-5 distribution and concentration of high cards in the two suits. This allows responder to make a simple assessment of combined playing potential based on their holdings in opener's suits and their side controls. Jump rebids of three of opener's major and 3NT show long-major hands with strong suits but less

than the classical HCP requirements for these actions.

All normal strong rebid auctions are available after making the 2♣ force, with responder's descriptive rebid simplifying the proceedings **before** the level of the auction is raised. Responder's 2♦ rebid announces game values opposite a strong opener, with other descriptive rebids normally denying such strength. Opener rebids their major with the normal opening strength and a long suit and the auction proceeds naturally. After the weakness-showing rebids by responder, opener's subsequent actions reveal classical strong hands along natural lines.

In all competitive auctions, the Witch's 2♣ **does not** apply, particularly as the non-descriptive 2♣ rebid is vulnerable to preemption, especially after 1♥–1NT.

#### After 1♠–1NT

2♣	11–15HCP 6+♠ or very strong balanced or 16+HCP 5+♠ unbal. (continuations <a href="#">page 37</a> )
2♦	11–15HCP 5+♠ 4+♦ non-forcing, not good 5+♠ 5+♦
2♥	11–15HCP 5+♠ 4+♥ non-forcing, not good 5+♠ 5+♥
2♠	11–15HCP 5+♠ 4+♣ non-forcing, not good 5+♠ 5+♣
2NT	16–17HCP balanced invitational.
3♥	5+♥ COG.
3♠	3♠ COG.
3♣	14–15HCP 5+♠ 5+♣ invitational, picture bid.
3♦	14–15HCP 5+♠ 5+♦ invitational, picture bid.
3♥	14–15HCP 5+♠ 5+♥ invitational, picture bid.
3♠	14–15HCP 7+♠ invitational, strong suit, side controls, angling at 3NT.
3NT	14–15HCP solid 7-card suit.

#### After 1♠–1NT–2♣ [Back](#)

Opener shows 11–15HCP 6+♠ or very strong balanced or 16+HCP 5+♠ unbal

2♦	ART GF for 16+HCP, 0-4♥
2♥	16+HCP 5+♠ 4+♥
2♠	11–15HCP 6+♠
2NT	Very strong balanced with interest in alternate strains.
3♣	16+HCP 5+♠ 4+♣
3♦	16+HCP 5+♠ 4+♦
3♥	?
3♠	16+HCP 6+♠ unsuited for autosplinter (then 3NT suggests a contract).
3NT	Very strong balanced, no interest in alternate strains.
4♣/4♦/4♥	16+HCP independent spade suit 0-1♣/♦/♥

[After 1♠-1NT-2♣]

2♥	5+♥ any strength, F1 on 16+HCP hands.
P	No game interest or strong fit.
2♠	11-15HCP 6+♠ unsuited to pass 2♥, non-forcing.
2NT	Very strong balanced GF with interest in alternate strains.
3♣	16+HCP 5+♠ 4+♣ (then 3♥ or 3♠ non-forcing).
3♦	16+HCP 5+♠ 4+♦ (then 3♥ or 3♠ non-forcing).
3♥	11-15HCP 6+♠ 3+♥ non-forcing.
3♠	16+HCP 6+♠ non-forcing 3NT suggests a contract).
3NT	Very strong balanced, no interest in alternate strains.
4♣/4♦	16+HCP heart fit, 0-1♣/♦
4♥	16+HCP heart fit unsuited for splinter.
4♠	16+HCP independent spade suit.
2♠	Not enough to GF 16+HCP, 2-3♠ 0-4♥
2NT	Not enough to GF 16+HCP, 0-1♠ 0-4♥ 4+♦ 4+♣
3♣	Not enough to GF 16+HCP, 0-1♠ 0-4♥ 0-3♦ 5+♣
3♦	Not enough to GF 16+HCP, 0-1♠ 0-4♥ 5+♦ 0-3♣
3♥	?

After 1♥-1NT

2♣	11-15HCP 6+♥ or very strong balanced or 16+HCP 5+♥ unbal. (continuations <a href="#">page 38</a> )
2♦	11-15HCP 5+♥ 4+♦ non-forcing, not good 5+♥ 5+♦
2♥	11-15HCP 5+♥ 4+♣ non-forcing, not good 5+♥ 5+♣
2♠	14-15HCP 5+♠ 6+♥ invitational, picture bid.
2NT	16-17HCP balanced invitational.
3♥	3♥ COG.
3♣	14-15HCP 5+♥ 5+♣ invitational, picture bid.
3♦	14-15HCP 5+♥ 5+♦ invitational, picture bid.
3♥	14-15HCP 7+♥ invitational, strong suit, side controls, angling at 3NT.
3NT	14-15HCP solid 7-card suit.

After 1♥-1NT-2♣ [Back](#)

Opener shows 11-15HCP 6+♥ or very strong balanced or 16+HCP 5+♥ unbal

[After 1♥-1NT-2♣]

2♦	ART GF for 16 <sup>+</sup> HCP.
2♥	11-15HCP 6 <sup>+</sup> ♥
2♠	16 <sup>+</sup> HCP 5 <sup>+</sup> ♥ 4♠
2NT	Very strong balanced with interest in alternate strains.
3♣	16 <sup>+</sup> HCP 5 <sup>+</sup> ♥ 4 <sup>+</sup> ♣
3♦	16 <sup>+</sup> HCP 5 <sup>+</sup> ♥ 4 <sup>+</sup> ♦
3♥	16 <sup>+</sup> HCP 6 <sup>+</sup> ♥ unsuited for autosplinter (then 3NT suggests a contract).
3NT	Very strong balanced, no interest in alternate strains.
3♠/4♣/4♦	16 <sup>+</sup> HCP independent heart suit 0-1♠/♣/♦
2♥	Not enough to GF 16 <sup>+</sup> HCP, 2-3♥
2♠	Not enough to GF 16 <sup>+</sup> HCP, 3♠ 0-1♥ 4-5♦ 4-5♣
2NT	Not enough to GF 16 <sup>+</sup> HCP, 0-2♠ 0-1♥ 5 <sup>+</sup> ♦ 5 <sup>+</sup> ♣
3♣	Not enough to GF 16 <sup>+</sup> HCP, 6 <sup>+</sup> ♣
3♦	Not enough to GF 16 <sup>+</sup> HCP, 6 <sup>+</sup> ♦

After 1♥-1♠

1NT	Normal 1NT rebid strength, balanced, 2-3♠ 4-5♥
2♣	11-15HCP 6 <sup>+</sup> ♥ or very strong balanced or 16 <sup>+</sup> HCP 5 <sup>+</sup> ♥ unbal. (continuations <a href="#">page 40</a> )
2♦	11-15HCP 5 <sup>+</sup> ♥ 4 <sup>+</sup> ♦ non-forcing, not good 5 <sup>+</sup> ♥ 5 <sup>+</sup> ♦
2♥	11-15HCP 5 <sup>+</sup> ♥ 4 <sup>+</sup> ♣ non-forcing, not good 5 <sup>+</sup> ♥ 5 <sup>+</sup> ♣
2♠	11-15HCP 3 <sup>+</sup> ♠ 5 <sup>+</sup> ♥ non-forcing.
2NT	4 <sup>+</sup> ♠ 5 <sup>+</sup> ♥ invitational+ (other continuation styles could obviously be used here).
3♣	Extras, 0-1♦ (continuations natural).
3♦	Extras, 0-1♣ (continuations natural).
3♥	Extras 3♥ (now 6KCB is available).
3♠	Minimum (only non-GF).
3NT	Extras, either no shortage or heart shortage (continuations natural).
3♣	14-15HCP 5 <sup>+</sup> ♥ 5 <sup>+</sup> ♣ invitational, picture bid.
3♦	14-15HCP 5 <sup>+</sup> ♥ 5 <sup>+</sup> ♦ invitational, picture bid.
3♥	14-15HCP 7 <sup>+</sup> ♥ invitational, strong suit, side controls, angling at 3NT.
3♠	5 <sup>+</sup> ♠ 6 <sup>+</sup> ♥ invitational.
3NT	14-15HCP solid 7-card suit with side controls.

**After 1♥-1♠-2♣ Back**

Opener shows 11-15HCP 6+♥ or very strong balanced or 16+HCP 5+♥ unbal

2♦	ART GF for 16+HCP.
2♥	11-15HCP 6+♥
2♠	16+HCP 5+♥ 3♠
2NT	Very strong balanced with interest in alternate strains.
3♣	16+HCP 5+♥ 4+♣
3♦	16+HCP 5+♥ 4+♦
3♥	16+HCP 6+♥ unsuited for autosplinter (then 3NT suggests a contract).
3NT	Very strong balanced, no interest in alternate strains.
3♠/4♣/4♦	16+HCP independent heart suit 0-1♠/♣/♦
2♥	Not enough to GF 16+HCP, 2-3♥
2♠	Not enough to GF 16+HCP, 6+♠ 0-1♥ (rarely 2♥)
2NT	Not enough to GF 16+HCP, 4-5♠ 0-1♥ 3+♦ 3+♣
3♣	Not enough to GF 16+HCP, 6+♣
3♦	Not enough to GF 16+HCP, 6+♦

**5.7 Capp1MX**

1♥/1♠-X transfer continuations (beginning with 1NT, with 2(M-1) showing 8+ 3-card support, and 2NT shows invitational or greater strength with at least 4-card support. Simple acceptance of a transfer to an unbid suit is neutral, denying the strength and/or fit to force the auction, nor a clearly-better alternative strain to offer.

Jump bids are fit-showing(?)

**5.8 Raises of 1M in third seat****After P-1M**

2♣	Artificial, showing invitational values, and 3+ support (continuations <a href="#">page 41</a> )
2♦	Artificial, showing less than invitational values and 3M.
2♥	Natural, 6+♥ around 8-11HCP, not forcing.
2M	Natural, showing less than invitational values and 4M.
2NT	Invitational with 5+M (new suits are trial bids, jumps are splinters).
2♠/3X	Fit-showing, good 5+X, 4M, around 8-11HCP.
3M	Preemptive raise, 5M.
4M	"Punish him, George!"

**After P-1M-2♣ Back**

2♦	Relay, at least some game interest, and no interest in heart contracts when the opening bid was 1♠
2♥	Balanced, 3M (then 3M sign-off, or both show length features, or jump to splinter).
2♠	Balanced, 4M (then 3M sign-off, or both show length features, or jump to splinter).
2NT	Unbalanced, 3M (then 3M sign-off, or both show length features, or jump to splinter).
3♣/3♦	Unbalanced, 4M, shortage (then 3M sign-off and control-bidding).
3♥	Unbalanced, 4M, 0-1OM (then control-bidding).
3NT	Balanced, 5M (then control-bidding).
3♠	0♥ 4M.
4X	Void splinters, 4M.
2♥	Natural 4 <sup>+</sup> ♥, forward-going if fit found (now only 2♠/3♥ non-forcing).
2M	Declining the invitation (possible light opening).
2NT	17-19HCP, 4-5M, interest in strain choice.
3♣/3♦	Natural, unbalanced, game-forcing (only immediate raise shows second fit, and sets that minor).

## Chapter 6

# Opening 1NT

### 6.1 Preliminaries

#### Summary of responses to 1NT

2♣	Puppet to 2♦
2♦/2♥	Transfer to ♥/♠
2♠	Range probe or strong suit.
2NT	Transfer to ♣
3X	Transfer splinters.
3NT	To play.
4♣/4♦	5+ ♠ 5+♥ game forcing, with/without slam interest.
4M	To play.

### 6.2 The Keri 2♣ puppet

This structure is used for most invitational hands, balanced or near-balanced game-forcing hands with interest in strain or level, or hands needing a transfer to ♦. The easiest mnemonic for the structures after 1NT-2♣-2♦-2♥/2♠/2NT is that the bidding is natural, with 3♦ always showing 4333 shape. Otherwise these structures are almost natural.

The 2♥ and 2♠ continuations show invitational hands with 4-5 cards in the suit shown. This allows rejected invitations to be played at the two-level. Sometimes a 4-3 fit will be reached in order to cater for the possibility of the fit having been 5-3, but in such cases the contract might be better than 2NT anyway.

The game-forcing 2NT rebid provides the functionality of normal 4- and/or 5-card Stayman-style auctions. It finds all 4-4 and 5-3 major suit fits, and allows responder two different auctions when holding 5M(332). Responder should choose to transfer to the major and rebid 3NT when holding a weak 5-card suit in a balanced hand. Holding a strong 5-card suit, or an unbalanced hand, responder should choose this GF inquiry auction, as all fits will be



found and responder can elect to play 3NT with a strong suit facing a 4333 shape.

#### After the Keri puppet 1NT-2♣

2♦	(almost forced).
P	Weak with ♦
2♥	Inv with 4-5♥ (could have 4♠, even with 5♥). (continuations <a href="#">page 43</a> )
2♠	Inv with 4-5♠ 0-3♥ (continuations <a href="#">page 43</a> )
2NT	GF inquiry (continuations <a href="#">page 44</a> )
3m	Inv 6 <sup>+</sup> m. (continuations <a href="#">page 45</a> )
3M	GF 4M 5 <sup>+</sup> ♦ (transference).
3NT	5♦(332) slam invitation (now 4♣/♥/♠ natural 5-card suits and 4♦ accepting ♦).
4♣	6♦ 4♣ slam interest (now 4♦ accepts ♦, other bids are control bids for ♣)
5NT	5♦(332) grand slam invitation.
3♦	Gimmick superaccept - responder has at least invitational values or has ♦ so this shows a maximum and 5♦
3♥/3♠	Invitational 4-5♥/♠ (but forcing now, obviously).

#### After the Keri puppet 1NT-2♣-2♦-2♥ [Back](#)

This structure is basically natural (in context), except that 3♣ is a counter-try with fit and ruffing value, and 3♦ includes all accepting 4333 shapes (compare with the auction 1NT-2♣-2♦-2NT-3♦). A maximum response forces to game.

P	Minimum 3 <sup>+</sup> ♥ or 3=4=3=3, or bad 4432 with 4♥
2♠	Minimum 4=2=x=x.
2NT	Minimum, 3=2=x=x, 3=3=4=3 or 3=3=3=4.
3♣	Good minimum 4♥ 4432 no wasted quacks.
3♦	Maximum any 4333 (responder with 4333 or 5332 plays 3NT!), 3M now seeks 4-card support.
3♥	Maximum 3♥ and a doubleton (now 3♠ checks for 4-4 ♠ fit).
3♠	Maximum 4-5♠ 2♥
3NT	Maximum 3=2=x=x or 2=2=x=x.
4♥	Maximum 4-5♥ not 4333.

#### After the Keri puppet 1NT-2♣-2♦-2♠ [Back](#)

P	Minimum 3♠ or 4333, or bad 4432 with 4♠
2NT	Minimum, 2♠ or 3♠ in a 4333.

[After the Keri puppet 1NT-2♣-2♦-2♠]

3♣	Good minimum 4♠ 4432 no wasted quacks.
3♦	Maximum any 4333 (responder with 4333 or 5332 plays 3NT!), 3♠ now seeks 4-card support.
3♥	Maximum 2=5=x=x.
3♠	Maximum 3♠ and a doubleton.
3NT	Maximum 2♠
4♠	Maximum 4-5♠ not 4333.

**After the Keri puppet 1NT-2♣-2♦-2NT Back**

3♣	Catchall - not 4333, no 5M, thus has a doubleton.
3♦	Asks for 4M.
3♥	4♥ and another 4-card suit.
3♠	4♠ slam interest (responder's 4m continuation over opener's 3NT seeks a 4-4 minor suit fit).
3NT	4♠ no slam interest.
4♦	4♥ general slam try.
3♠	4♠ and a 4-card minor suit.
4m	4♥ 4m slam interest.
4♥	4♠ general slam try.
3NT	5m or (32)44.
4m	3m seeking fit.
3♥	5♥(332) with a strong suit, offering choice of games. With a weak suit, transfer to that suit and then offer choice-of-games with 3NT.
3♠	5♠ seeking fit.
3NT	To play.
3♠	5♥(332) with a strong suit, offering choice of games. With a weak suit, transfer to that suit and then offer choice-of-games with 3NT. The 3♥ holding caters for responder holding 5♥.
3NT	To play.
4m	4m, no 4M seeking fit.
3♦	Some 4-3-3-3.
3M	4-5M seeking 4M fit.
3NT	To play, including 4M 333.
4m	4m seeking fit.

[After the Keri puppet 1NT-2♣-2♦-2NT]

3♡	5♡
3♠	5♠ seeking fit.
3NT	To play.
3♠	5=3=x=x.
3NT	5=2=x=x.

**After the Keri puppet 1NT-2♣-2♦-3m Back**

P	No interest.
3♦/3M	Shows stopper.
3NT	Implies stoppers.

## 6.3 After a transfer to ♡

This structure is different from classical ♡ transfer auctions in three ways: the 2NT rebid is a game-forcing structure promising a four-card minor, a spade continuation reveals a canape transfer, and a minor suit continuation guarantees at least 5-5 shape but does not imply slam interest. The first of those differences is enabled by the 1NT-2♣-2♦-2♡ invitational auction, and this new use for 2NT allows new minor suits by responder to show at least 5-5 shape and game-forcing strength. The canape transfer style to the majors caters in the best possible way to reaching the lowest playable contract when responder has 5=4=x=x and invitational values (with an invitational 4=5=x=x responder starts with 2♣).

**After 1NT-2♦**

2♡	Normal accept. (continuations <a href="#">page 46</a> )
2NT	2 top ♡ honours and 3 instant winners.
2♠/3m	Stopper in suit, 1 top ♡ honour and either 4 instant winners or 3 winners + a finesse. Stoppers should be shown up-the-line.
3♡	5♡

The superaccepts are only used by opening bidder when their range includes only hands with at least 14 HCP. The point of the superaccepts is to locate 3NT contracts running the ♡ suit because 2♦ is never bid on an invitational hand with only 5♡. The Klinger example hands all have 4-card support but it isn't stated if this is necessary. Occasionally this super-accept style will stumble across responder's singleton facing opener's non-stopper and a game can result.

**After 1NT–2♦–2♥** [Back](#)

P	Weak with ♥
2♠	Shows 4♥ 5+♠, invitational or better or better (canape transfer)
2NT	Minimum, no fit.
P	Most invitational hands.
3♥	5+♠ 5+♥ invitational.
3♠	6+♠ 4♥ invitational.
3♣	Maximum, ♥ fit.
3♦	Maximum, ♠ fit.
3♥	Minimum, ♥ fit.
3♠	Minimum, ♠ fit.
3NT	Maximum, no fit (responder may correct with extra length in either major).
2NT	GF 5+♥ 4m Either seeking best game or with slam interest (continuations <a href="#">page 48</a> ).
3m	5+♥ 5+m GF seeking strain, not necessarily interested in slam.
3♥	Good ♥ preference.
3NT	No interest (natural from responder, quantitative 4NT).
4♥	Weak ♥ preference.
else	Control bids for responder's minor.
3♥	Normal 6+♥ invitational.
3NT	5♥ game values typically 5332, and if 5332, holding a weak suit (strong suit via 2♣).
3♠/4m	Autosplinter (Klinger suggests voidwood but I don't like it).
4♥	To play, no slam suggestion.
4NT	5♥(332) small slam invitation.
5NT	5♥(332) grand slam invitation.

**6.4 After a transfer to ♠**

This structure is different from classical ♠ transfer auctions in three ways: the 2NT rebid is a game-forcing structure promising a four-card minor, a heart continuation reveals a game-forcing canape transfer, and a minor suit continuation guarantees at least 5-5 shape but does not imply slam interest. The first of those differences is enabled by the 1NT–2♣–2♦–2♠ invitational auction, and this new use for 2NT allows new minor suits by responder to show at least 5-5 shape and game-forcing strength. The canape transfer style to ♥ is a corollary

of the best treatment for a 5=4=x=x invitational hand (note that with an invitational 4=5=x=x responder starts with 2♣).

#### After 1NT–2♥

2♠	Normal accept. (continuations <a href="#">page 47</a> )
2NT	2 top ♠ honours and 3 instant winners.
3m/3♥	Stopper in suit, 1 top ♠ honour and either 4 instant winners or 3 winners + a finesse. Stoppers should be shown up-the-line.
3♠	5♠

The superaccepts are only used by opening bidder when their range includes only hands with at least 14 HCP. The point of the superaccepts is to locate 3NT contracts running the ♠ suit as 2♥ is never bid on an invitational hand with only 5♠. The example hands all have 4-card support but it isn't stated if this is necessary. Occasionally this super-accept style will stumble across responder's singleton facing opener's non-stopper and a game can result.

#### After 1NT–2♥–2♠ [Back](#)

P	Weak with ♠
2NT	GF 5+♥ 4m Either seeking best game or with slam interest (continuations <a href="#">page 48</a> ).
3m	5+♠ 5+m GF seeking strain not necessarily interested in slam.
3♠	Good ♠ preference.
3NT	No interest (natural from responder, quantitative 4NT).
4♠	Weak ♠ preference.
else	Control bids for responder's minor.
3♥	GF 4♠ 5+♥
3♠	Good ♠ preference.
3NT	No interest.
4m	Cues for ♥
4♥	Bad ♥ preference.
4♠	Bad ♠ preference.
3♠	Normal 6+♠ invitational.
3NT	5♠ game values typically 5332, and if 5332, holding a weak suit (strong suit via 2♣).
4m	Autosplinter (Klinger suggests voidwood but I don't like it).
4♥	Choice of 4M contracts.
4♠	To play, no slam suggestion.

[After 1NT-2♥-2♠]

4NT	5♠(332) small slam invitation.
5NT	5♠(332) grand slam invitation.

## 6.5 Common structures in Keri major-transfers

### Structure after 1NT-2R-2M-2NT

The easiest mnemonic for the meanings of the 3♣ and 3♦ responses is to recall that one asks for responder's short suit (4+ possibilities) and the other asks for responder's minor (2 possibilities). Clearly more room is needed for the short suit inquiry so that is 3♣. The goal of the shortage inquiry is to find a playable strain, so 3♣ must deny primary fit. The remaining bids are easily constructed.

3♣	2M, asks for shortage. (continuations <a href="#">page 48</a> )
3♦	3-4M asks for minor if responder has slam interest (simple structure - advanced one <a href="#">page 49</a> ).
3♥	5M 4♣ slam interest.
3♠	5M 4♦ slam interest.
4M	No slam interest (responder's minor suit is not revealed!). Natural bidding follows. Responder has implied slam interest so if a minor suit is agreed then 4M is a cuebid for that minor. If there is no agreement of a minor suit, then new suits are cuebids for ♥.
3M	Strong support for M, no interest in minor.
3OM	5OM 2M 33.
3NT	Good OM, no interest in minor, either 2M or 3M with preference for 3NT.
4M	Weak support for M, no interest in minor.

### Structure after 1NT-2R-2M-2NT-3♣ [Back](#)

3♦	0-2♣ (and thus 4♦), not 5422.
4♦	Setting ♦
4NT	Quantitative.
Games	To play.
else	Cues for ♥
3♥	0-2♦, not 5422.
4♣	Setting ♣
4NT	Quantitative.
Games	To play.
else	Cues for ♥

[Structure after 1NT–2R–2M–2NT–3♣]

3♠		0-2OM not 5422.
	4m	4m seeking fit.
	4M	No fit.
	else	Cues for implied fit.
3NT		5M 2OM 4m 2om no slam interest.
	4m	4m seeking fit.
	4M	No fit.
	else	Cues for implied fit.
4m		5M 2OM 4m 2om slam interest.
	4M	Weak no fit.
	4NT	Strong no fit.
	5m	Weak fit.
	else	Strong fit.

Natural bidding follows. Showing minor shortage implies the other minor and opener may cue to imply acceptance and slam interest. A return to 4M is an attempt to play.

#### Advanced structure after 1NT–2R–2M–2NT–3♦

With slam interest, responder normally shows their minor suit up-the-line, zooming to low-even-high shortage when holding ♦

3♥		4♣
	3♠	Relay, setting ♣
	3NT	4♣ 0-1♦ (low shortage).
	4♣	4♣ 2OM 2♦ (even shortage).
	4♦	4♣ 0-1OM (high shortage).
	3NT	Cue for M.
	4♣	Setting ♣
	4♦	Cue for M.
3♠		4♦ 0-1♣ (low shortage).
	4♦	Setting ♦
	4M	To play.
	else	Cue for M.
3NT		4♦ 2OM 2♣ (even shortage).
	4♦	Setting ♦
	4M	To play.
	else	Cue for M.

[Advanced structure after 1NT-2R-2M-2NT-3◇]

4♣	4◇ 0-1OM (high shortage).
4◇	Setting ◇
4M	To play.
else	Cue for M.
4◇	??
4M	No slam interest.
4OM/5♣/5◇	<a href="#">ERKCB</a> on OM/♣/◇ in M.

## 6.6 Other sequences

### Remaining responses to 1NT

The other responses include a range probe that works also as a one-suited slam investigation tool, a transfer to ♣, transfer splinters and South African Transfers.

2♠	Range probe or strong suit.
2NT/3♣	Minimum/Maximum.
Games	To play.
3X/4♣	One-suited with slam interest. Opener now rebids 3NT/4NT with small doubleton support, and makes a control bid otherwise. These sequences are good for 6322 or 7222 hands with slam interest.
4NT	Second invitation to 6NT.
5NT	Second invitation to 7NT, forcing to 6NT.
2NT	♣ transfer.
3♣	Forced.
P	Weak with ♣
3◇	Both minors 5+ 4+ either way GF, natural continuations.
3M	Strength showing.
3M	5+ ♣ 4M GF.
3NT	No interest.
4♣	Setting ♣
else	Cuebids for the major.
3NT	5♣(332) small slam invitation (now 4◇/♥/♠ natural 5-card suits and 4♣ accepting ♣).
4♣	6♣ 4◇ slam interest (now 4◇ accepts ◇, other bids are control bids for ♣) - note that this sequence is not needed for a ♣ one-suiter as such hands start with 2♠
5NT	5♣(332) grand slam invitation.



[Remaining responses to 1NT]

3♣/3♦/3♥/3♠	Transfer splinters (3-suiters, rarely 5431 or 6m331), bid the suit below the shortage. Responder has denied a 5-card major, and if they hold 6m they are committing to at least 5m unless opener can stop the short suit. Bidding 3♥ to show short ♠ promises 4♥, a six-card minor or willingness to play a 4-3 ♥ fit.
Step 1	Accept the transfer with a working maximum (Ace in the short suit counts, no other honours in the short suit counts).
others	Suggesting potential trump suit and denying a hand suitable for Step 1. A natural scramble or slam auction follows.
3NT	To play.
4♣/4♦	5+♠ 5+♥ game forcing, with/without slam interest.
4M	Preference with no interest.
4M	To play.
4NT	??

## 6.7 Keri in Competition

After the opponents X the 2♣ puppet, we use XX to suggest playing there, P to show a ♣ stopper and 2♦ to deny a ♣ stopper.

After an overcall over the 2♣ puppet, opener may double for penalties when they also have tolerance for a weak ♦ hand to rescue, otherwise they should pass. Responder's bids are natural and invitational when below 2NT and natural and game-forcing otherwise. A cuebid of the opponents' suit asks for a stopper. If the 2NT inquiry is available, responder's major-suit bids reveal game-forcing hands with primary ♦ and secondary major suits.

## Chapter 7

# Strong 2♣ Opening

### After 2♣

A positive hand must hold 8+HCP and 2+AK controls.

2♦	Negative, or a positive hand lacking clear direction. (continuations <a href="#">page 52</a> )
2♥	Balanced positive
2♠	Natural positive.
2NT	Natural positive with ♥
3♣/3♦	Natural positive.
3♥/3♠	Positive with primary ♦ and secondary ♥/♠
3NT	Any solid suit of at least 7 cards.
4X	A one-loser suit of at least 8 cards.

### After 2♣-2♦ [Back](#)

2♥	Kokish, either natural with ♥ or 25+ balanced
2♠	Normal waiting response.
2NT	25+HCP balanced.
others	Unbalanced with primary ♥
2NT	Unused.
3X	Very weak, long suit, non-forcing.
2♠/3♣/3♦	Natural, unbalanced.
2NT	23-24HCP balanced.
3♥/3♠	Primary ♦ and secondary ♥/♠
3NT	??

## Chapter 8

# Weak Two-level Openings

### 8.1 Weak 2♦ Opening

This opening shows a weak hand with ♦ length. The requirements vary with position and vulnerability, from “wild and woolly” to “classical”. Not vulnerable, five-card suits are frequent and side four-card majors are permitted. Vulnerable, six-card suits are expected and side four-card majors are forbidden.

#### After the Weak 2♦ Opening

2♥/2♠/3♣	Natural, non-forcing but constructive. Opener must act with 3+ fit, and any action implies such fit, with new suits showing shortages.
2NT	Values-based inquiry
3♣	5♦
3♦	6♦ and minimum.
3♥	6♦, maximum and either headed by KQ or at best J. Now 3♠ requires 3NT from the weak suit, and a denial control bid from the strong suit.
3♠	6♦, maximum and headed by only one of the AKQ.
3NT	6♦, maximum and headed by AKQ, AK or AQ.
3♦/4♦	Not invitational.
3♥/3♠/4♣	Splinters.
Games	To play.
4NT is <a href="#">RKCB</a> for ♦ in all competitive and non-competitive auctions.	

### 8.2 2♥ Opening

**After 2♥ Ekrens (weak both majors)**

More than one card suit length disparity is not permitted.

P/2♠	To play.
3♣/3♦	Natural, non-forcing but constructive. Opener must act with 3+ fit, and any action implies such fit, with a bid in the fourth suit showing shortage.
Raises	Not constructive.
2NT	Values-based inquiry (a strong response creates a game-force)
3♣	Weak.
3♦	Game-force shape ask.
3♥	4♠ 4-5♥ (then 3♠ asks and 3NT shows 4♠ 4♥).
3♠	5♠ 4♥
3NT	5♠ 5♥
3♥	Natural, invitational.
3♠	Natural, invitational.
Games	To play.
3♦	Strong, 5♠ 5♥
3♥	Strong, 5♥ 4♠
3♠	Strong, 5♠ 4♥
3NT	Strong, 4♠ 4♥
3♥/3♠	Pre-emptive.
Games	To play.
4♣/4♦	Natural and forcing.

In competition, doubles are penalties, and redouble is for rescue.

**8.3 2♠ Opening****After the weak 2♠ opening**

This opening bid shows 5+♠ 0-3♥, fewer than six of either minor suit and normally less than the values for a one-level ♠ opening.

[After the weak 2♠ opening]

2NT	Values-based inquiry.
3♣	Any 4-5♣
3♦/3♥	Natural and forcing.
3♠	Invitational.
3NT	To play.
4♣	Sets ♣ and demands control bidding.
4♦/4♥	Splinters agreeing ♣
4♠/5♣	To play.
3♦	Any 4-5♦
3♥/4♣	Natural and forcing.
3♠	Invitational.
3NT	To play.
4♦	Sets ♦ as trumps and demands control bidding.
4♥	Splinter agreeing ♦
4♠/5♦	To play.
3♥	No minor, good hand, game-forcing, suit not enough for a 3NT response, sets ♠ unless responder rebids 3NT.
3♠	Shape inquiry.
3NT	0-2♣
4♣	0-2♦
4♦	0-2♥
3NT	To play.
4♣/4♦/4♥	Control bids.
4♠	To play.
4NT	<a href="#">RKCB</a> for ♠
3♠	No minor, bad hand, does not set ♠
3NT	To play.
4♣/4♦/4♥	Natural and forcing.
4♠/5♣/5♦	To play.
3NT	6+ ♠ headed by either AKQ, AK or AQ, and could have ♣/♦ suit.
3♣/3♦/3♥	Natural, non-forcing but constructive. Opener must act with 3+ fit, and any action implies such fit, with new suits showing shortages.
3♠	Not invitational.
3NT	To play.
4♣/4♦	Splinters.
4♥/4♠/5♣/5♦	To play.

[After the weak 2♠ opening]

4NT

RKCB for ♠

In competition, doubles are penalties, and redouble is for rescue.

## Chapter 9

# Namyats

### 9.1 General approach

In first and second position, 4♣ and 4♦ openings show “good” four-level preempts in hearts and spades respectively. The requirements for such an opening are:

1. exactly two key cards (five aces and trump king), and
2. no more than one uncontrolled suit, and
3. a losing trick count of at most five, and
4. at most three of the nine side-suit aces, king and queens, with no side suit containing all three of these honours, and
5. a main suit at least as good as
  - (a) KQT9xxx or KQJxxxx or a side void, when holding a seven card main suit, or
  - (b) KQxxxxxx when holding at least an eight card main suit, and

A controlled suit is one in which the ace or king is held, or one in which at most one card is held.

### 9.2 Responding to Namyats openings

#### After a Namyats 4♣

Responder may inquire with 4♦ when holding at least 2 key cards and some prospects of slam, or make other descriptive slam tries, or sign off in opener’s suit at the four level. After the inquiry, in auctions where specific holdings are shown, “strong” holdings (void and honour combinations) are shown naturally, and uncontrolled suits are shown using an over-transfer, e.g. a ♦ bid shows uncontrolled ♣.

- |    |   |
|----|---|
| 4♦ | Inquiry, showing at least two key cards. (continuations <a href="#">page 58</a> ) |
| 4♥ | To play.  |

[After a Namyats 4♣]

4♠/5♣/5♦	Void ♠/♣/♦, slam interest and at least one key card.
4NT	Extreme minor two-suiter.
5NT	Asking for the trump Q.
6X	Trump Q and indicates side K.
6♥	No trump Q.
6NT	Trump Q and no side K.
7X	Trump Q with at least 8-card length and side K.
7♥	Trump Q with at least 8-card length and no side K.

**After a Namyats 4♣–4♦** [Back](#)

4♥	Minimum requirements.
4♠	Better than minimum, unspecified void.
4NT	Inquiry.
5♣/5♦/5♥	Void ♣/♦/♠
4NT	Better than minimum, no void, all suits controlled.
5♣/5♦/5♥	Better than minimum, no void, no control in ♠/♣/♦ suit (i.e. over-transfers).

**After a Namyats 4♦**

Responder may inquire with 4♥ when holding at least 2 key cards and some prospects of slam, or make other descriptive slam tries, or sign off in opener's suit at the four level. After the inquiry, in auctions where specific holdings are shown, "strong" holdings (void and honour combinations) are shown naturally, and uncontrolled suits are shown using an over-transfer, e.g. a ♦ bid shows uncontrolled ♣.

4♥	Inquiry, showing at least two key cards. (continuations <a href="#">page 59</a> )
4♠	To play.
4NT	Extreme minor two-suiter.
5♣/5♦/5♥	Void ♣/♦/♥, slam interest and at least one key card.
5NT	Asking for the trump Q.
6X	Trump Q and indicates side K.
6♠	No trump Q.
6NT	Trump Q and no side K.
7X	Trump Q with at least 8-card length and side K.
7♠	Trump Q with at least 8-card length and no side K.



**After a Namyats 4♦–4♥** [Back](#)

4♠	Minimum requirements.
4NT	Better than minimum, unspecified void.
5♣	Inquiry.
5♦/5♥/5♠	Void ♦/♥/♣
5♣	Better than minimum, no void, all suits controlled.
5♦/5♥/5♠	Better than minimum, no void, no control in ♣/♦/♥ suit (i.e. over-transfers).

### 9.3 Competitive Bidding

If an opponent doubles an artificial or control-showing bid, redouble suggests playing there. If an opponent overcalls, a double suggests penalties. 4NT in competition is key-card Blackwood.

## Chapter 10

# Backwards Namyats

### 10.1 Motivation

The normal Namyats treatment uses 3NT in an ineffective manner, allowing the opponents bidding room when they need it and damaging each side through suit ambiguity to a similar extent. The strong 4M opening that opens the corresponding minor suit in normal Namyats can put that extra room to good use, however.

The requirements for the 3NT opening are:

- A long, strong but not necessarily solid major suit
- More than enough playing strength for a four-major preempt
- More than enough defense for a standard one-major opening
- Too little defense to open 2♣

The opponents bidding will often encounter difficulties similar to those over the normal Namyats 3NT opening, where one defender can probably guess opener's suit, but both normally cannot. Now the opponents' bidding situation is somewhat similar to that after a Wagner 2♦ opening, but much higher and in a more dangerous situation.

Note that a 3NT opening will always be to play in 3rd or 4th seat.

### 10.2 Responding to the Backwards Namyats opening

#### After 3NT

Responder may require opener to bid their major suit with 4♦, or require opener to transfer to their major suit with 4♣. Subsequent continuations of 4NT vary. Subsequent continuations of 5♣/5♦/5OM are also control bids and will convert the initial 4♣/4♦ bid into an ace-showing control bid. Responder may suggest their own major suit with an immediate 4M bid.

[After 3NT]

4♣		Requires opener to transfer to their major.
	4♦	Heart suit.
	4♥	To play.
	4NT	Aces in both major suits with slam interest, and neutral with respect to holding a minor suit ace.
	4♠/5♣/5♦	Converts 4♣ into an ace control-bid with slam interest, and shows a further control in the subsequent suit. In particular, 5♦ shows first or second round control in ♦, denies second round control in ♣, and also denies any control in ♠.
	5♥	Converts 4♣ into an ace control-bid with slam interest, and shows a high trump honour.
	4♥	Spade suit.
	4♠	To play.
	4NT	Aces in both major suits with slam interest, and neutral with respect to holding a minor suit ace.
	5♣/5♦/5♥	Converts 4♣ into a control-bid with slam interest, and shows a further control in the subsequent suit. In particular, 5♦ shows first or second round control in ♦, and denies second round control in ♣.
	5♠	Converts 4♣ into a control-bid with slam interest, and shows a high trump honour.
4♦		Requires opener to bid their major.
	4♥	Heart suit.
	4♠	RKCB in ♥
	4NT/5♣/5♦	Converts 4♦ into an ace control-bid with slam interest, and shows a further control in the subsequent suit (with 4NT showing ♠ control). In particular, 5♦ shows both first and second round control in ♦, denies any control in ♣ or ♠.
	5♥	Converts 4♦ into an ace control-bid with slam interest, and shows a high trump honour.
	4♠	Spade suit.
	4NT	RKCB in ♠
	5♣/5♦/5♥	Converts 4♦ into an ace control-bid with slam interest, and shows a further control in the subsequent suit.
	5♠	Converts 4♦ into an ace control-bid with slam interest, and shows a high trump honour.
4♥/4♠		Responder suggesting their own long major suit as trumps.

[After 3NT]

4NT	Trump quality ask, with subsequent ♡ bids correctable.
5♣	No A or K.
5♦	A or K without Q.
5♥	AQ or KQ.
5♠	AK.
5NT	AKQ.
5♣/5♦	To play.
5♥/5♠	Responder inviting slam with their own long major suit as trumps.

### 10.3 Backwards Namyats in competition

If an opponent doubles an artificial or control-showing bid, redouble suggests playing there.

If an opponent overcalls, a double suggests penalties. 4NT in competition is RKCB and responder is assumed to be able to guess opener's suit.

## Chapter 11

# Competitive Bidding

### 11.1 Ripstra over Gambling 3NT

4♣/4♦ 2-suited both-majors takeout with emphasis on ♥/♠ respectively

### 11.2 Asptro

### 11.3 Good/Bad 2NT

Any time 2NT is undefined after their action (including when partner has passed), and an important range of strengths is possible, then 2NT is used to differentiate strengths. If partner of the 2NT bidder has only passed or only made a weak jump shift or weak jump overcall, then they are deemed to be weak, and 2NT shows the extra strength hands. Otherwise 2NT shows the competitive-only hands. Partner of 2NT bidder bids correctly.

Scrambling 2NT any time 2NT is undefined and showing a range of strengths isn't reasonable.

### 11.4 Leaping Michaels

Lots of it after the opponents have reached a non-forcing 2M and our side has not shown a suit.

### 11.5 The Overcall Structure

Modified somehow

## 11.6 We double their 1NT

Our X is forcing on a weak advancer, and advancer's P over responder's P/XX shows strength to force to 2♥ or penalty. If responder bids, the auction is non-forcing and takeout doubles apply.

## 11.7 They double our 1NT

Our treatment of P and XX switch with the form of scoring. At matchpoints, we wish to be able to play 1NT doubled, however a teams we prefer to be able to play redoubled. Thus we use P/XX to play, XX/P to show a 2-suiter and bid a 1-suiter. After a fourth seat X, we use XX to show a 5-card suit, responder's XX to escape, and in all cases responder's bids of 2♦+ to show a hand with two suits that was unsuitable for a bid on the first round and that cannot sustain opener passing 2♣ with 5+♣.

## 11.8 Robson and Segal

## 11.9 Defence to Multi 2♦

### After 2♦

This defence applies to Wagner or Multi 2♦ openings, showing among other possible options, a weak two in either major, or a Myxo-style opening showing a weak hand with hearts, or a weak hand with spades (and possibly a minor suit), or possibly some strong options.

X	Either 19+HCP any shape, or around 11-15HCP with an unspecified 5-card major - approximately a two-level overcall. After this action, the first double by either intervenor or advancer is for takeout, unless they choose to bid instead (showing 19+ for intervenor). Further doubles are for penalty.
2♥	Shows a strong notrump overcall. Two-level continuations are natural, with higher responses as for <a href="#">Puppet Stayman</a> .
2♠/2NT	At least a sound overcall in clubs/diamonds, showing at least a sound opening bid with 6+card suit, or at least game values with a 5-card suit. Advancer may accept the transfer neutrally, or make a (forcing) natural bid.
3♣/3♦	A "weak" overcall in clubs/diamonds, showing about 8-11HCP and at least 6+card suit.
3♥/3♠	Strong jump overcall, not forcing, about 16-18HCP with a 6+card suit.
3NT	To play.

If anyone sneaks up on us with a  $2\clubsuit$  multi, X has the same meaning,  $2\heartsuit/2\spadesuit/2\text{NT}$  bids shift down to  $2\diamond/2\heartsuit/2\spadesuit$  and the new 2NT bid shows both minors, overcall strength or better.

## 11.10 Defences to openings at the two level

- **Myxo Twos** (bid showing the next suit or some possible other hands) A double at the partnership's first opportunity shows strength (16+), at the second shows a takeout action (followed by Lebensohl where appropriate), and at the third shows a penalty interest. Bids are natural.
- **RCO Twos** (bid showing two possible mutually-exclusive two-suiters) 2NT shows a strong notrump overcall, a double shows length in the two suits that the opener might hold if opener does hold clubs (followed by Lebensohl where appropriate) and  $3\clubsuit$  shows length in the two suits that opener might hold if opener does not hold clubs.
- **Ekrens  $2\clubsuit/2\diamond/2\heartsuit$**  (weak both majors) A double shows strength and activates takeout doubles (followed by Lebensohl where appropriate). Bids are natural.
- **Roman  $2\diamond$**  (three-suited, possibly short in a known suit) Double shows great strength, further doubles are takeout (followed by Lebensohl where appropriate). Try not to bid.
- **Precision  $2\clubsuit$**  (long clubs, possibly with a side major) Double activates Kokishohl (a modification of Rubensohl proposed by Eric Kokish in The Bridge World Master Solvers Club)

### After $2\clubsuit$

2X	To play.
2NT	Puppet to $3\clubsuit$ , showing at least invitational strength and either both major suits or a $\clubsuit$ stopper.
$3\clubsuit$	Forced.
P	Impossible.
$3\diamond$	Invitational or better with both major suits.
$3\heartsuit/3\spadesuit$	Game-forcing, natural, has $\clubsuit$ stopper and willingness to play 3NT.
3NT	Game-forcing, shows a $\diamond$ suit, has $\clubsuit$ stopper and willingness to play 3NT.
$3\clubsuit/3\diamond/3\heartsuit$	Invitational or better transfers to the next higher suit, but will not have a game-forcing hand and a $\clubsuit$ stopper.
$3\spadesuit$	Game-forcing hand with no $\clubsuit$ stopper that is unable or unwilling to show a suit.
3NT	Natural, no major, shows $\clubsuit$ stopper.

- **Natural  $2\diamond$**  (long diamonds, possibly with a side suit) Double activates modified Kokishohl (as above but 2NT includes hands wanting to play  $3\clubsuit$  and  $3\clubsuit$  is natural

and invitational).



## Chapter 12

# Slam Bidding Agreements

### 12.1 Lower Minor Trump Ask

After  $3X-4\clubsuit$  or  $3\clubsuit-3\diamond$

- |        |                   |
|--------|-------------------|
| 4X     | No A or K.        |
| Step 1 | A or K without Q. |
| Step 2 | AQ or KQ.         |
| Step 3 | AK.               |
| Step 4 | AKQ.              |

### 12.2 Grand Slam Force

A structure similar to the [Lower Minor Trump Ask](#) applies to a 5NT call in a control-bidding auction (misnamed Grand Slam Force), except that 6X denies any of the AKQ and Step 1 shows one of the AKQ.

After 5NT

- |              |  |
|--------------|--|
| 6X           | No A, K or Q.  |
| Step 1       | One of the A, K or Q.  |
| Step 2       | AQ or KQ.  |
| Step 3       | AK.  |
| 6NT          | Good hand relative to the auction, wanting to control the lead to notrumps, if relevant. |
| $7\clubsuit$ | AKQ.   |

If trumps are clubs, then  $6\clubsuit$  shows 0-1 of the top three trump honours and the other steps adjust accordingly.

## 12.3 Blackwood Agreements

4NT is simple Blackwood unless it is

1. 1430 Roman Key Card Blackwood if we have agreed a suit or one hand has shown a 6+card suit (RKCB in that suit) (5NT shows 1 or 3 key cards with a useful void, and 6X shows 2 key cards and a specific useful void)

After RKCB, Step 1 is the Q ask, unless that is the trump suit, in which case Step 2 is the Q ask. In reply responder signs off cheaply without the trump Q, 5NT with the Q but no K (now a non-trump bid asks for the Q of that suit) and other suits to show that K and the trump Q (6X where 5X was available shows the Q and an impossible-to-show K)

After an RKCB response showing the queen (with or without a second asking bid), the lowest step in a non-trump suit or 5NT promises all keycards and invites a grand slam. After an RKCB response that neither shows nor denies the queen, the second lowest step in a non-trump suit or 5NT has the same meaning. Responder shows specific kings up-the-line. Responder may only show a specific king that is above the trump suit when that is their lowest king, asker is limited, responder is unlimited and responder has sound extra values.

When asker bids a new suit that is not either of the foregoing asking bids, they are asking for an unshown control in that suit, normally third-round control. Responder signs off without control, and either shows another convenient similar control or raises the level of bidding when they hold the requested control.

When 5NT is not needed for a specific-king asking bid, it shows all the key cards are held and issues a general invitation to bid a grand slam.

Over interference at or below 5♥, P is first step (i.e. 1/4), X/XX is the second step (i.e. 0/3), etc. Over higher interference, P shows an odd number and X/XX shows an even number.

2. natural if a raise of a notrump bid
3. natural if the 4NT-bidder's previous bid was a natural 3NT
4. natural if made by a strong balanced hand that responded to Stayman or a transfer, and bid 4NT over partner's 4m slam try e.g. 2NT-3♣-3X-4m-4NT or 2NT-3♦-3♥-4m-4NT.
5. takeout over the opponents' 4M (promising hearts when bid over their 4♠)

## 12.4 Kickback over ♥

Any time that ♥ are the agreed or potentially-agreed suit, and both 4♠ and 4NT are available as slam moves for ♥, then we use 4♠ as a key card ask and 4NT as whatever 4♠ would have meant in the structure before adjustment (e.g. ♠ control). In the continuations to the key-card ask, Step 1 remains the Q ask, with returning to the trump suit cheaply denying

the Q, and 5NT showing the Q and no (showable) K. However the specific king ask becomes 5♠ and the 5NT response shows the ♠K which is the first K that should be shown. A 5NT rebid by the asker is now an ask for the ♠Q.

## 12.5 Minor-suit agreements

When a minor suit is already agreed in an auction that is not ambiguous as to strain, then a 4m bid after a control bid is RKCB. The control bid may have been explicit, or implied by the 4m bid. Otherwise, if the auction is at 3m with m agreed, then a raise to 4m by an unlimited hand is [page 67](#).

Where 4♦ is [page 67](#), then 4NT shows control in ♣ (with 5♣ after that [page 67](#)) and 5♣ shows an unspecified void.

Where 4♣ is [page 67](#), then 4NT shows an unspecified void.

## 12.6 6KCB

When two suits have been raised 6-card RKCB is employed with the following response structure:

### After 4NT

5♣	1/4 key cards.
5♦	0/3/6 key cards
5♥	2/5 key cards with 0 or 2 trump queens. To resolve, asker bids the cheapest unbid suit, and responder returns to the cheapest suit with 0 queens, bids a new suit to show 2 queens and a side K, and bids the cheaper of 5NT/6NT and the higher trump suit to show 2 queens and no side K.
5♠	2/5 key cards with only the low suit queen.
5NT	2/5 key cards with only the high suit queen.
6X	2/5 key cards and useful void in the indicated suit.

Replies to a Q ask are steps showing no Q, lower Q, higher Q, both Qs (with zoom to specific kings).

## 12.7 General Agreements regarding splinters

Where not otherwise defined, a jump bid into a new suit after

- a new suit is shown shows fit for partner's suit, a slam-suitable hand and shortage in the bid suit,
- partner rebids their suit is natural and invitational if that is appropriate, and otherwise

shows fit for partner's suit, a slam-suitable hand and shortage in the bid suit, and

- partner raises our suit shows a slam-suitable hand and shortage in the bid suit.

A jump bid into a new suit one level higher than a splinter is [Exclusion RKCB](#).

Having made a splinter, a further control bid in that suit shows first-round control. If the splinter auction already showed a void, then this “impossible” control bid shows control in either the “obvious” suit (if one exists, e.g. a suit in which control was recently denied) or in the furthest-away suit (i.e. not necessarily the higher-ranking one).

## 12.8 Exclusion RKCB

When exclusion RKCB is employed, we use step responses showing 0/3, 1/4, 2 without Q, 2 with Q, **unlike normal RKCB situations**.

## 12.9 Control Bidding

An opening hand can't require an unshown minimum to control bid

## Chapter 13

# Other Agreements

### 13.1 Miscellaneous

After a positive response to any Witch auction and opener subsequently showing a good three-card raise, the auction is game-forcing if responder holds a five-card suit, ie. has fit.

### 13.2 After strong natural 2NT initial actions

This structure is used after a strong natural 2NT opening, rebids of 2NT after opening  $2\clubsuit$  (possibly after a Kokish  $2\heartsuit$  sequence) and after a strong natural 2NT overcall).

There are two modifications on “standard” treatments. The first enjoys some popularity in Europe that was mentioned in the Master’s Solvers Club, where a transfer to a major is game-forcing and the 2NT bidder accepts the transfer with fit and bids  $3\spadesuit/3\text{NT}$  naturally otherwise. This makes responder’s job when holding a two-suiter a bit easier but gives up a little information about opener’s hand unnecessarily and removes the possibility of responder easily signing off at 3M. The second modification neatly solves the age-old problem of treating a  $5=4=x=x$  hand. Responder makes the  $3\clubsuit$  inquiry with such a hand, and the immediate responses of  $3\heartsuit$  and 3NT are swapped. This allows the  $5=4=x=x$  hand to check back with  $3\spadesuit$  for a  $5-3\spadesuit$  fit, and to sign off otherwise, at the cost of a rarely-used two steps when opener holds a hand with  $5\heartsuit$ . This modification permits the use of the immediate  $3\spadesuit$  to show a minor-oriented hand.

**After 2NT (strong, natural)**

3♣	Puppet Stayman (game-forcing).
3♦	At least one 4-card major.
3♥	4♠ (now opener raises, control bids or reverts to 3NT; over that reversion, 4m is natural with a long suit).
3♠	4♥ (now opener raises, control bids or reverts to 3NT; over that reversion, 4m is natural with a long suit).
3NT	No 4-card major, to play.
4♦	Both majors.
3♥	No 4-card or 5-card major.
3♠	Shows 5=4=x=x seeking 3♠ for 4♠
3NT	To play.
4m	Natural with a long suit.
3♠	5♠
3NT	To play.
4m	Natural with a long suit.
4♥	♠ slam interest.
4♠	To play.
3NT	5♥
4m	Natural with a long suit.
4♥	To play.

[After 2NT (strong, natural)]

3♦	Game-forcing transfer to ♥
3♥	3+♥
3♠	Natural (now opener raises with fit, bids 3NT to suggest a ♠ slam, control-bids to suggest a ♥ slam or returns to 4♥).
3NT	Natural choice-of-games.
4m	Ostensibly natural (opener raises with 4-card fit, however responder returning to ♥ reveals the 4m as a control bid with a hand with no interest in playing in that denomination - such a control bid does not deny ♠ control).
4♥	To play.
4♠/5m	ERKCB.
4NT	RKCB.
5♥	Inviting a small slam.
5NT	Inviting a grand slam, forcing to small slam.
3♠	2♥ 4+♠
3NT	To play.
4m	Ostensibly natural, but a correction of a raise to 5m back to 5M reveals a control bid with interest in only that major.
4M	To play.
4NT	RKCB for ♠
5m	ERKCB for ♠
5♥	Inviting small slam in ♥
5♠	Inviting small slam in ♠
3NT	2♥ 2-3♠
4m	Ostensibly natural, but a correction of a raise to 5m back to 5♥ reveals a control bid with interest in only ♥
4♥	To play.
4♠	Natural, non-forcing but encouraging.
5m	ERKCB for ♥
4NT	RKCB for ♥
5♥	Inviting small slam in ♥
4m	3+♥ slam interest with 5+m with at least two of the AKQ in that suit.
4♥	4+♥ slam interest in a three-suited hand including a singleton ace.

[After 2NT (strong, natural)]

3♥	Game-forcing transfer to ♠
3♠	3 <sup>+</sup> ♠
3NT	Natural choice-of-games.
4m	Ostensibly natural (opener raises with 4-card fit, however responder returning to ♠ reveals the 4m as a control bid with a hand with no interest in playing in that denomination).
4♥	Natural, no slam interest.
4♠	To play.
5X	ERKCB.
4NT	RKCB.
5♠	Inviting a small slam.
5NT	Inviting a grand slam, forcing to small slam.
3NT	2♠
4m	Ostensibly natural, but a correction of a raise to 5m back to 5♠ reveals a control bid with interest in only ♠
4♥	Natural, non-forcing.
4♠	To play.
5m	ERKCB for ♠
4NT	RKCB for ♠
5♠	Inviting small slam in ♠
4X	3 <sup>+</sup> ♠ slam interest with 5 <sup>+</sup> X with at least two of the AKQ in that suit.
4♠	4 <sup>+</sup> ♠ slam interest in a three-suited hand including a singleton ace.
3♠	Game-forcing with both minors (now 3NT and 5m discourage, 4m selects a trump suit and indicates slam interest).
3NT	To play.
4m	Slam interest in the named suit (now 4NT and 5m are discouraging, others show controls).
4M/5m	To play.
4NT	Invitational to 6NT.
5X	Inviting slam with length in the named suit, non-forcing.
5NT	Slam acceptance with both minors.
6X	Accepting slam invitation with length in the named suit.
6NT	To play.



[After 2NT (strong, natural)]

5NT	Invitational to 7NT (forcing to 6NT).
6X	Inviting grand slam with length in the named denomination, non-forcing.
6NT	To play.
7X	Accepting grand slam invitation with length in the named suit.
7NT	To play.

### 13.3 Fourth suit transfers

This agreement is no longer being used. Beginning with a two-level fourth-suit-forcing bid, that and the next four suit bids are all utilised in the scheme. The four lowest suit bids are transfers to the next suit. Accepting the transfer is a minimum neutral noise saying you'd pass if partner had bid this in a non-forcing sense. Bidding 2NT over 2♠ transfer to ♣ shows interest in ♣, but does not disclose extras (yet). Breaking the transfer shows extras - invitational if that makes sense, else GF. The fifth suit bid shows exactly four cards in the fourth suit and at least game strength. The 2NT bid in the middle of the scheme stays natural and invitational.

### 13.4 The Obvious Shift Principle

An attitude signal by third hand to the opening lead refers to desire for opening leader to switch to the Obvious Shift. The following rules apply:

- Negative rules:
  - The Obvious Shift cannot be the suit led.
  - The Obvious Shift is never trumps.
  - The Obvious Shift is never a suit headed by the A-K-Q or four of the top five honors.
  - The Obvious Shift in a suit contract is never dummy's singleton or void.
  - The Obvious Shift is never a natural suit shown by declarer.
- Positive rules:
  - The opening leader's shown suit is the Obvious Shift.
  - If the opening leader has not shown a suit, the leader's partner's shown suit is the Obvious Shift.
  - If both defenders have shown suits and the opening leader starts with an unshown suit, look at the suits and choose one of them by applying the rules below.
  - When the defense has shown two suits or when the defense has not shown any suits:

- \* Against a suit contract, a three-card suit headed by at most one honor (A, K, Q, J, T) is the Obvious Shift.
- \* Against notrump, dummy's shortest suit is the Obvious Shift (even a strong holding such as ace-king doubleton).
- \* When there is no weak three-card suit, the shortest suit is the Obvious Shift. But against a suit contract, this cannot be a singleton or void.
- \* When there are two equal length suits, either of which might be the Obvious Shift, look at the number of honors. The suit with fewer honors is the Obvious Shift. If the suits have an equal number of honors, the lower-ranking suit is arbitrarily deemed to be the Obvious Shift.